

THE PALE ROAD

Print-and-Play Edition · Eryndal · Book One

WHAT'S IN THIS PNP

- 80 cards covering all four factions of Valdris
- Card backs printed on matching sheets — duplex-print them to make the cards opaque (or paste onto cardboard)
- A summary of the rules to get you playing in 10 minutes
- The full rulebook is at eryndal.online/the-pale-road

HOW TO PRINT

- Print at 100% scale — do NOT 'fit to page'
- A4 paper. Duplex (flip on long edge) for backed cards
- 200gsm card stock for tabletop feel — 100gsm works as a tester
- Cut on the registration marks (corners) with scissors or a guillotine
- Sort by faction colour rail when shuffled — the four palettes (slate-blue Hegemony, green Freeholds, rust Undermount, amber Drev) make sorting obvious

HOW TO PLAY

- Two players. Each picks a faction. Pull all cards of that faction's colour + neutral cards from the pile to build a deck.
- 20 life. 0 Disturbance. Reduce opponent's life to 0, OR push their Disturbance to 12 — either wins.
- See pages 2–3 of this PnP for the full quick rules.

QUICK RULES (PAGE 1 OF 2)

GOAL

Two ways to win:

- Reduce the other player's life to 0 (you start with 20)
- Push their Disturbance to 12 — the Reckoning

Pick a path. Pressure it.

TURN STRUCTURE

1. Untap your tapped Conduits
2. Disturbance decays by 1
3. Draw 1 card
4. Main phase — play Conduits, Creatures, Traditions
(max 1 Conduit per turn; everything else limited by Source)
5. Combat — declare attackers; defender assigns blockers
6. End — if Disturbance ≥ 7 , reveal a Consequence

THE DISTURBANCE TRACK

0–3 Quiet safe

4–6 Stirring warning zone

7–9 Tremors Consequence revealed at end of turn

10–11 Waking all your creatures get -1/-1

12 Reckoning you lose

Every Conduit you tap adds its Weight (W) to your Disturbance.

Push hard = win fast, risk Reckoning. Be patient = safe, but slow.

QUICK RULES (PAGE 2 OF 2)

COMBAT

- Tap your eligible creatures to attack
- Defender assigns one blocker per attacker (if any)
- Damage is simultaneous: attacker hits blocker, blocker hits attacker
- Creature dies if damage \geq toughness
- Unblocked damage hits the defender's life
- Excess attacker damage does NOT carry through

KEYWORDS YOU'LL SEE

- Permission — costs 2 less if your Disturbance is 0–2
- Licensed — needs a Hegemony Conduit to play
- Drev Quiet — can't be targeted by Hegemony cards
- Vigilance — doesn't tap when attacking
- Taunt — must be blocked first if blocking
- The Wander — first Drev attack each turn is unblockable
- Stoneblood — costs 1 life in addition to Source
- Tariff — opponent's next non-Conduit play costs +1
- Cantrip — draw 1 card when played
- Cycle (N) — discard for N Source, draw a card

THE FOUR FACTIONS

- Hegemony — control + big creatures. Race against your own Reckoning.
- Freeholds — multi-race synergy. Slow start, devastating mid-game.
- Undermount — defensive walls + Stoneblood. Outlast.
- Drev — stay at 0 Disturbance. +1/+1 counters compound.

FULL RULES

- eryndal.online/the-pale-road — full 16-page rulebook download

ALDRIC CRANE, THE PALE ROAD

4



CREATURE — HUMAN RESONANCE

Licensed.
When Aldric enters play, look at target opponent's hand.
At the start of your turn, if your Disturbance is 7+, Aldric gets -1/-1 until end of turn.

Does what is needed without requiring it to be explained twice.

3/4

SERIS, KEEPER OF SECRETS

4



CREATURE — SILVEN RESONANCE

When Seris enters play, look at the top 5 cards of any deck.
Put them back in any order.

Not yet.

2/3

HEGEMONY RECRUIT

1



CREATURE — HUMAN

Licensed.

Stipend, uniform, oath. In that order.

1/2

WATCH CAPTAIN

2



CREATURE — HUMAN

Licensed, Vigilance.
Vigilance. When Watch Captain attacks, look at the top card of opponent's deck.

Two stations south. Three north. None comfortable.

2/2

RESONANCE ADEPT

2



CREATURE — SILVEN RESONANCE

Tap: Draw a card.

The crystals never sang for her the way the manuals promised.

1/3

INQUISITOR

3



CREATURE — HUMAN

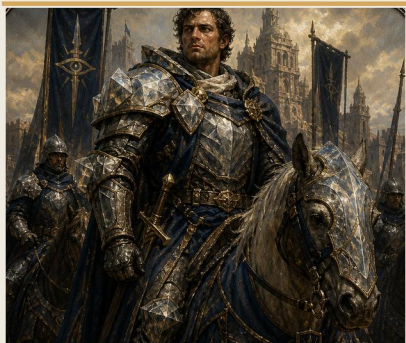
Licensed.
When Inquisitor enters play, opponent discards a card.

She always knew which question to ask second.

2/3

CRYSTAL CAVALRY

4



CREATURE — HUMAN RESONANCE

Licensed, Vigilance.

Their crystals failed in the second year. Most rode home. Some kept riding.

4/3

COUNCIL MAGISTRATE

5



CREATURE — HUMAN

Licensed.
Once per game, tap: destroy target Conduit an opponent controls.

The licence is the law. The licence is the only law.

3/5

PERMIT REVOKED

2



TRADITION

Destroy target creature with cost 3 or less.

The seal is small. The consequences are not.

1/1

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LICENSED INQUIRY

1



TRADITION

Look at opponent's hand. You may force them to discard one card you choose.
Cantrip — draw a card.

Cooperation is voluntary. Refusal is documented.

STATE-SANCTIONED WORKING

3



TRADITION

Target creature you control gets +2/+2 until end of turn.

Same magic. Different paperwork.

IMPERIAL EDICT

4



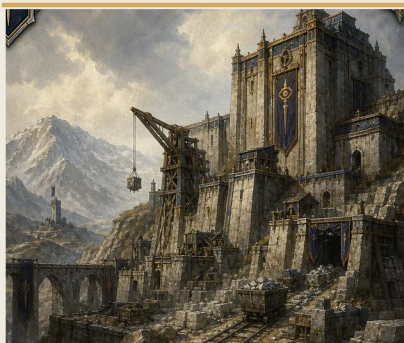
TRADITION

Destroy target creature.
Target opponent gains 2 Disturbance.

Read aloud at the gate. Read again at the trial.

HEGEMONY OUTPOST

0

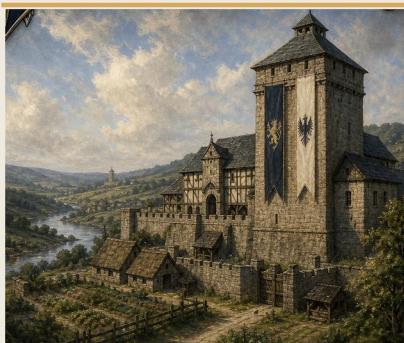


CONDUIT — HEGEMONY

Institutional extraction. Efficient but heavy.

CRESTFALL GARRISON

0

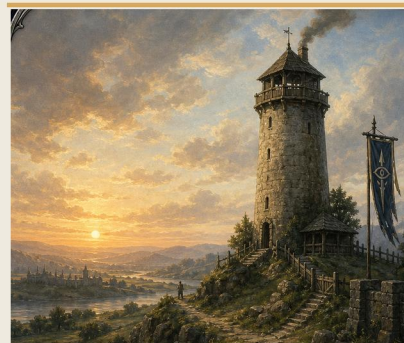


CONDUIT — HEGEMONY

Two banners. Three hundred men. One licence book.

WATCHFIRE TOWER

0



CONDUIT — HEGEMONY

When Watchfire Tower enters play, look at the top card of opponent's deck.

Smoke at sunrise meant the column was coming.

IMPERIAL ARCHIVE

0



CONDUIT — HEGEMONY

Tariff — opponent's next non-Conduit play costs +1 Source.
Then look at the top 3 cards of opponent's deck.

Everything is preserved. Most of it is sealed.

DARA, WOUND-TOUCHED

3



CREATURE — HUMAN WOUNDCRAFT

WoundTouched.
Tap: look at the top card of the Consequence Deck. You may put it on the bottom.

The Source is wrong here. Not broken. Held.

FREEHOLD FARMER

1



CREATURE — HUMAN

While you control creatures of 2+ different races, Freehold Farmer gets +1/+1.

Two seasons of harvest is two seasons of luck.

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DREV COOK

2



CREATURE — DREV

When Drev Cook enters play, reduce your Disturbance by 1.

Anyone who eats at the table is family. Briefly.

1/2

MIXED-RACE PATROL

2



CREATURE — HUMAN

While you control 3+ races, Mixed-Race Patrol gets +2/+1.

Built by three. Maintained by all.

2/2

FREEHOLD COORDINATOR

3



CREATURE — HUMAN

When Freehold Coordinator enters play, if you control 3+ races, draw a card.

She remembered everyone's name. That was the trick.

2/3

VETH-TRAINED TRACKER

3



CREATURE — HUMAN WOUNDCRAFT

When Veth-Trained Tracker attacks, look at the top card of the Consequence Deck.

She had walked the Glass Flats once. She had not gone again.

3/2

CARAVAN MASTER

4



CREATURE — HUMAN

When Caravan Master enters play, draw a card.

Six wagons. Eleven languages. One road.

3/4

COUNCIL OF THREE

5



CREATURE — HUMAN

While you control 3+ races, all your creatures get +1/+1.

When the third chair was empty, the room was honest.

4/5

ACCORD RITUAL

1



TRADITION

Draw a card. If you control 2+ races, draw 2 instead.

The compact begins where one stranger trusts another.

HEARTHLANDS LEVY

2



TRADITION

All creatures you control get +1/+1 until end of turn.

Volunteers march twice. The first time to be counted.

HEARTHLANDS DEFENSE

3



TRADITION

All creatures you control get +0/+1 permanently.

What you protect together is what you keep.

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DEEP DRAW: SEREVANE'S TRUTH

6



TRADITION — DEEPDRAW

DeepDraw.
Destroy all Licensed creatures.

The permission was withdrawn. That was the word she kept returning to.

FREEHOLD SETTLEMENT

0



CONDUIT — FREEHOLDS

Cooperative draw. Light weight.

HEARTHLANDS FIELD

0



CONDUIT — FREEHOLDS

The same wheat for nine generations. The same rule for nine.

CRESTFALL COUNCIL

0



CONDUIT — FREEHOLDS

While you control 2+ races, when this is tapped, also draw a card.

Three voices. One vote. Eventually.

SANCTUARY RUINS

0



CONDUIT — FREEHOLDS

What the old order left, the new order tends.

HALRIC KELN, STONEBLOODED

3



CREATURE — UNDERMOUNT STONEWHISPER

Stoneblood, Accounting.
Tap: change one Conduit you control to any other Conduit type until end of turn.

The stone doesn't care. — No. But you can tell it was trying too.

2/5

STONE-SINGER

1



CREATURE — UNDERMOUNT STONEWHISPER

Stoneblood.
Tap, lose 1 life: target creature gets -1/-1 until end of turn.

She sang the stone before she knew the words.

1/2

MASON

2



CREATURE — UNDERMOUNT STONEWHISPER

Taunt.

Foundation first. Always foundation first.

2/3

IRONKEEPER

2



CREATURE — UNDERMOUNT

Taunt.

What the gate was built to keep out, the gate keeps out.

1/4

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UNDERMOUNT MARSHAL

3



CREATURE — UNDERMOUNT

Other Undermount creatures you control get +0/+1.

He counted his dead by name. Every shift.

3/4

DEEP-ROADS SURVIVOR

3



CREATURE — UNDERMOUNT STONEWHISPER

Permission.

Three weeks below. He came up missing his beard. He never explained.

2/4

FOUNDATION MASTER

4



CREATURE — UNDERMOUNT STONEWHISPER

Stoneblood.

He built it. He won't say with what blood.

4/5

CLAN ELDER

5



CREATURE — UNDERMOUNT

Accounting.

She knew which debts the world had quietly closed.

3/6

STONE MEMORY

1



TRADITION

Look at the top 3 cards of your deck. Put one into your hand.

What was here before is what is here still.

REINFORCE

2



TRADITION

Target creature gets +1/+2 permanently.

Add another course of stone. Then another.

STONEWHISPER: RESHAPE THE PATH

2



TRADITION

Destroy target Conduit.

The stone remembers what was there before.

THE ACCOUNTING

3



TRADITION — STONEBLOOD

Stoneblood.
Destroy target permanent.

The debt is named and collected.

IRONSPINE SEAM

0



CONDUIT — UNDERMOUNT

Stone-rooted. Permission as old as the mountain.

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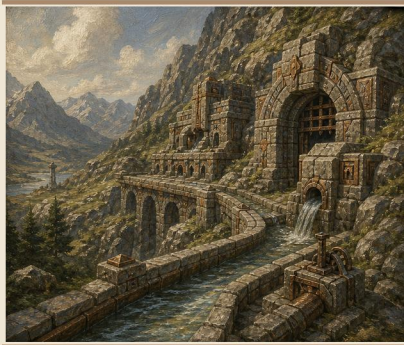
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DEEP VEIN

0



CONDUIT — UNDERMOUNT

What the mountain has, the mountain shares. With interest.

UNDERWAY

0



CONDUIT — UNDERMOUNT

The dwarves still walk these. Quietly.

MOUNTAIN HEART

0



CONDUIT — UNDERMOUNT

Undermount creatures you control get +0/+1.

Beneath the peak, beneath the deep, beneath the deeper still.

TAM ASHWELL, THE UNDERNEATH

2



CREATURE — DREV DREVCONNECTION

DrevQuiet.
At the start of your turn, if your Disturbance is 0, put a +1/+1 counter on each other creature you control.
When Tam leaves play, reduce your Disturbance to 0.

Right. Breakfast.

1/3

DREV WANDERER

1



CREATURE — DREV

TheWander, Cycle.

Two boots. Three roads. No hurry.

1/2

COOKHOUSE HELPER

1



CREATURE — DREV

At the start of your turn, if your Disturbance is 0, gain 1 life.

Flour on the apron. Salt in the pocket. Always.

1/2

DREV WATCHER

2



CREATURE — DREV

DrevQuiet.
Tap: draw a card.

She kept her head down. She saw everything.

1/3

HEARTH-Keeper

2



CREATURE — DREV DREVCONNECTION

When Hearth-Keeper enters play, put a +1/+1 counter on target creature you control.
At the start of your turn, if your Disturbance is 0, gain 1 life.

He had not let the fire go out in twenty-six years.

2/2

DREV CARAVAN LEADER

3



CREATURE — DREV

TheWander.

He left in spring and arrived in spring. Different spring.

2/3

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QUIETFOOT

3



CREATURE — DREV DREVCONNECTION

DrevQuiet, Permission.

She had walked through the watchtower. Twice.

3/3

ELDER OF THE WANDER

4



CREATURE — DREV DREVCONNECTION

While your Disturbance is 0-2, Elder of the Wander gets +2/+2.

Forty years on the road. He asked for the same tea every morning.

3/4

DREV CONNECTION: ASHEI

1



TRADITION — PERMISSION

Permission.
Target creature gets +2/+2 until end of turn. (+3/+3 if your Disturbance is 0.)

Ashei. Showing up when it would be easier not to.

PR_057 / 080

QUIETWORKING

0



TRADITION — PERMISSION

Permission.
Permission. Target opponent gains 1 Disturbance.
Then look at the top card of opponent's deck.

Done by the time anyone notices. Often before.

PR_058 / 080

THE HEARTH-SONG

1



TRADITION — PERMISSION

Permission.
Permission. If your Disturbance is 0-2, draw a card.
Then: target opponent gains 1 Disturbance.

An old song. Older than anyone alive remembers.

PR_059 / 080

THE WANDER (DREV TRADITION)

2



TRADITION

All your creatures get +1/+0 until end of turn. (Ignores blockers — engine note: simplified for MVP.)

There is a road. The road leaves tonight.

PR_060 / 080

DREV HEARTHSTONE

0



CONDUIT — DREV

When Drev Hearthstone enters play, target opponent gains 1 Disturbance.

The fire was always burning when they arrived. Nobody saw who lit it.

PR_061 / 080

DREV TRAIL

0



CONDUIT — DREV

Worn by feet. Not by maps.

PR_062 / 080

WANDERSONG

0



CONDUIT — DREV

When Wandersong enters play, look at the top card of opponent's deck.

Sung once at every fire. The song is always different.

PR_063 / 080

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QUIET FIRE

0



CONDUIT — DREV

When Quiet Fire enters play, target opponent gains 1 Disturbance.

Smoke that no watchtower has flagged.

PH - 056 / 060

CRESTFALL SAILOR

1



CREATURE — HUMAN

Three voyages a year. Two come back.

PH - 056 / 060

VAGABOND

2



CREATURE — HUMAN

He ate where he found food. He left when he didn't.

PH - 056 / 060

WOUND-SITE SALVAGER

3



CREATURE — HUMAN WOUNDCRAFT

When Wound-Site Salvager enters play, look at the top card of the Consequence Deck.

What the Source did not want, the salvagers took.

PH - 057 / 060

VETERAN MERCENARY

4



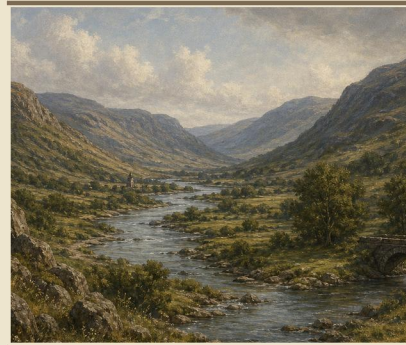
CREATURE — HUMAN

He had ridden under three banners. He kept the fourth folded.

PH - 057 / 060

RIVER VALLEY

0



CONDUIT — NEUTRAL

Natural flow. Safe. Slow.

PH - 057 / 060

WOUND SITE: THE GLASS FLATS

0



CONDUIT — NEUTRAL

When The Glass Flats enters play, look at the top 3 cards of the Consequence Deck.

Two miles of earth fused into impure glass. Things are visible beneath the surface.

PH - 057 / 060

OLD ROAD

0



CONDUIT — NEUTRAL

The road remembers everyone who left it.

PH - 057 / 060

RESONANCE FRAGMENT

0



CONDUIT — NEUTRAL

Salvaged infrastructure. Works but unstable.

PH - 057 / 060

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THE PALE APPROACHES



CONSEQUENCE

If the active player controls a Drev creature, The Pale has no effect.
Otherwise, destroy the active player's highest-cost creature.

It hunts practitioners. It was always there. Now it is closer.

PR - 072 / 080

NOTHING STIRS



CONSEQUENCE

Lucky. This time.

PR - 074 / 080

TREMOR



CONSEQUENCE

All creatures get -1/-0 until your next turn.

The ground keeps its own accounts.

PR - 075 / 080

VETH VISITATION



CONSEQUENCE

Destroy the active player's creature with cost 4 or higher.
(Engine note: original design targeted Relic-attached creatures; simplified for MVP.)

The corrupt are found.

PR - 076 / 080

MOURNE'S BREATH



CONSEQUENCE

Each player sacrifices their creature with the lowest toughness.

Cold first. Quiet second. Then nothing at all.

PR - 077 / 080

SOURCE DROUGHT



CONSEQUENCE

Your Conduits don't untap during your next untap phase.

Permission withdrawn. For one breath. Or longer.

PR - 078 / 080

DREAMING PLAGUE



CONSEQUENCE

Resonance and DeepDrawing creatures you control lose abilities until your next turn.

They dreamed each other's dreams. Some did not wake.

PR - 079 / 080

THE SLEEPER STIRS



CONSEQUENCE

Add 2 to your Disturbance.

Beneath the world there is another world. It is waking.

PR - 080 / 080

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