This pack contains game updates to Tainted Grail
and its Expansions.

Journal:

To access updated Journals,
scan the QR code or follow the link below.

http://awakenrealms.com/download#tainted-grail-update

Cards:

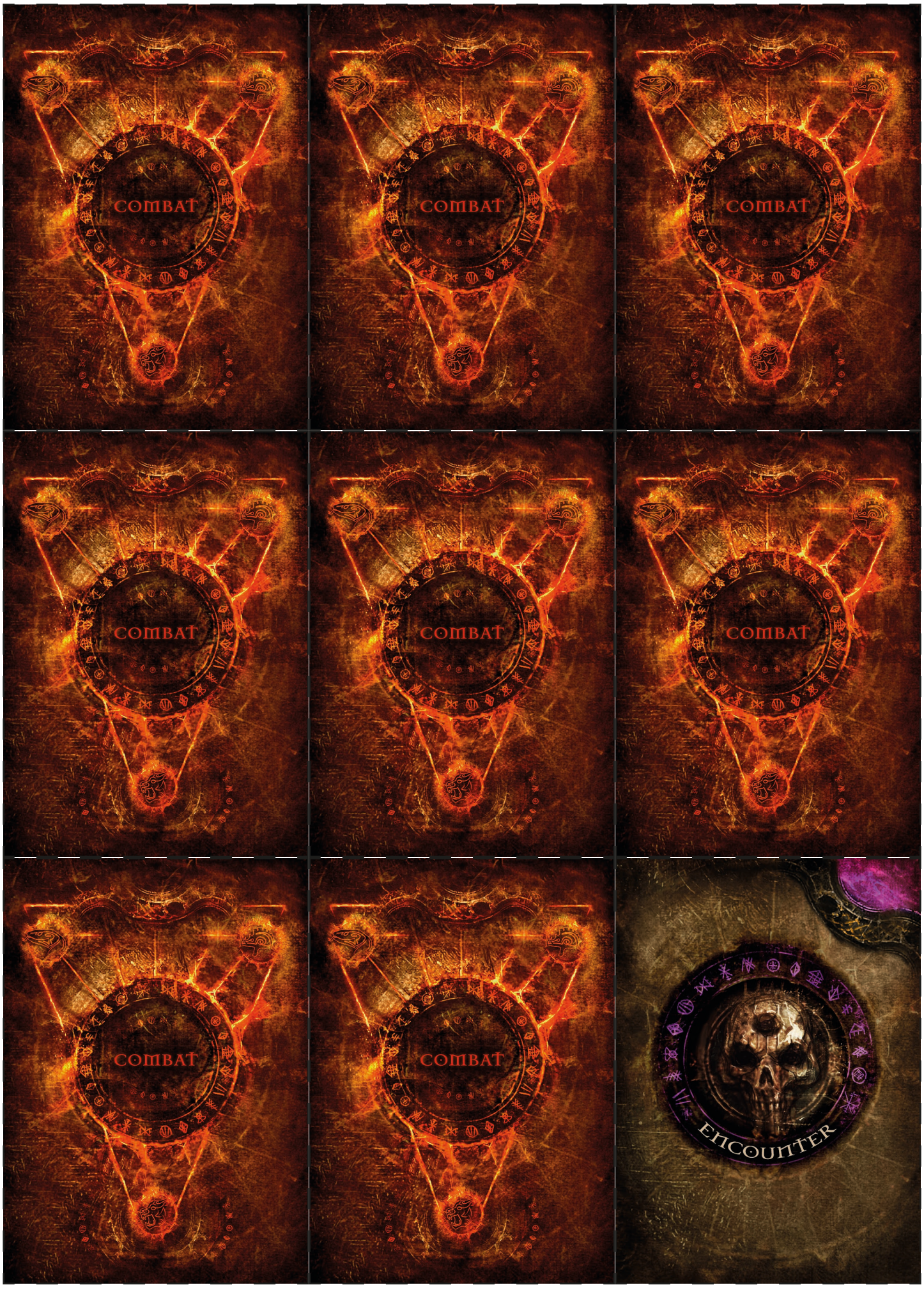
In this pack, you will find both cards from the base game
and the expansions. To update your game, replace all cards
from game boxes with cards in this update pack.
If you don't own all the expansions,
some of the cards may be redundant; ignore them.

There are two new cards that should be incorporated
into the base game:

- *Story mode*/*Challenge mode* Help card.
- *Empowered Rite* Secret card.

To use the *Empowered Rite* card,
an updated Journal is required.

AILEI
Untouchable
Gain 2 Charges.
Pay 1 Charge: prevent all
1x
11/15 G
AILEI
Empowering Brew
Gain 2 Charges.
Pay 2 Charges: double all Bonuses from all Keys of a single card (use only when playing a card, only once per card)
2x
12/15 G
AREV
Sowing
Place 3 Charges on this card
OR
place 1 Charge on any card in the Sequence and
2x
3/15 Y
AREV
Sowing
Place 3 Charges on this card
OR
place 1 Charge on any card in the Sequence and
2x
4/15 Y
MAGGOT
Rite of Withering
Place 1 more on this card. Pay 2 Magic and lose 1 Rep or
Gain
1x
10/15 B
Throw
Flip over one Weapon or Shield you're using to gain . This card is inactive until the end of Combat.
15/25 G
Throw
Flip over one Weapon or Shield you're using to gain . This card is inactive until the end of Combat.
15/25 Y
Heroic Aura
All Party members ignore the Panic effect.
2x
24/25 B
Disembodied Voracity
13
When the indescribable hunger came, it first ate its own body.
Defensive, Opportunist
0-3 3
4-5 2 or discard 1 Item
6-8 3
9-12 2, lose
Opportunity: pay 1 Food or 2 cards
Reward: 1 Exp, 1 Magic


COMBAT
COMBAT
COMBAT
COMBAT
COMBAT
COMBAT
COMBAT
COMBAT
ENCOUNTER

You Are Going Insane!

Out of all dangers on this island, the creeping madness is the most insidious...

Attach this card to your Character Tray whenever your Terror marker is in the red section of the Terror Track.

- Your rest no longer restores any
- You have no Dreams, only Nightmares.
- Whenever you Travel or Explore, toss a Dial:
  Skull: Lose 1 and continue your Action (if you have 0 , lose 1 instead).
  Grail: Nothing happens – continue your Action.
- Discard this card as soon as your goes below the "Going Insane" part of the track.

You Are Dying!
(co-op)

You won't make it on your own...

Attach this card to your Character Tray whenever you have 0 Gain 2 and Fail or Escape your current Encounter.

- Your Rest doesn't restore or reduce
- You can only carry 2 Items. Discard excess Items immediately (remember that Secrets don't count against this limit).
- Put a Dial with a Time Token next to your model and set them to 3. Reduce this Dial at each Start of the Day. If it reaches 0, you die (see the Death and Insanity section in the Rulebook).
- Whenever you lose any more , reduce your Dial by 1 instead. Discard this card once you're above 0

2 **Dress Wounds:** restore 1 to this Character.

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- Whenever you lose any more , reduce your Dial by 1 instead. Discard this card once you're above 0

2 **Dress Wounds:** restore 1 to this Character.

You Are Dying!

The sheer force of will lets you push onwards – but don't expect this to last long...

Attach this card to your Character Tray whenever you have 0 Gain 1 and Fail or Escape your current Encounter.

- You can only carry 3 Items. Discard excess Items immediately (remember that Secrets don't count against this limit).
- Whenever you lose any more toss a Dial. If it lands skull up, you die (see the Death and Insanity section in the Rulebook).
- Discard this card once you're above 0

At each Start of the Day:
Gain 1

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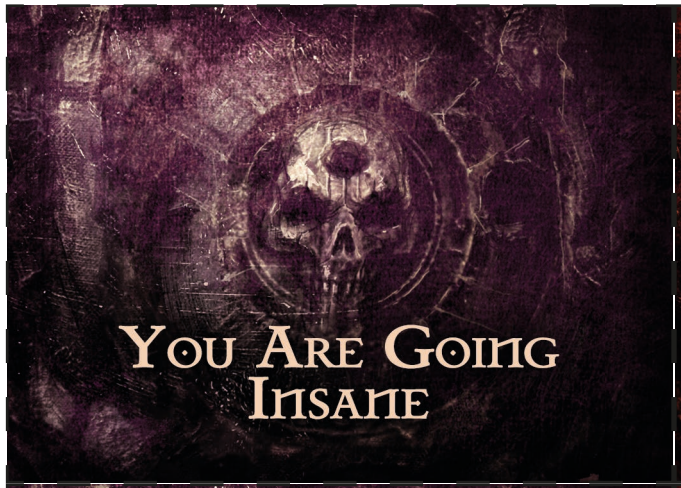
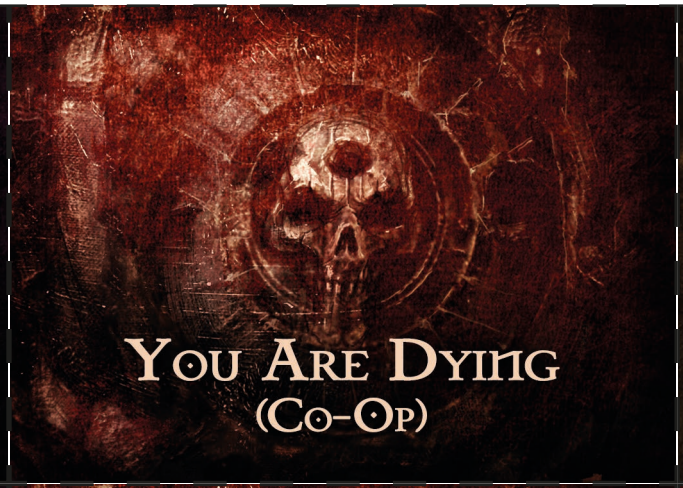
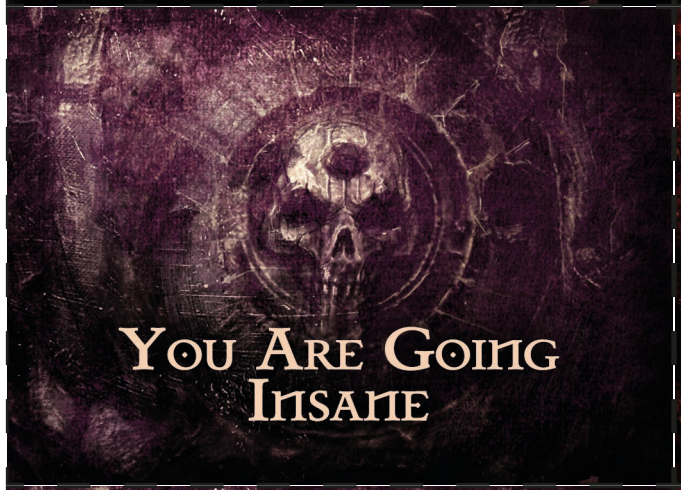

You Are Going
Insane


You Are Dying
(Co-Op)

Encounter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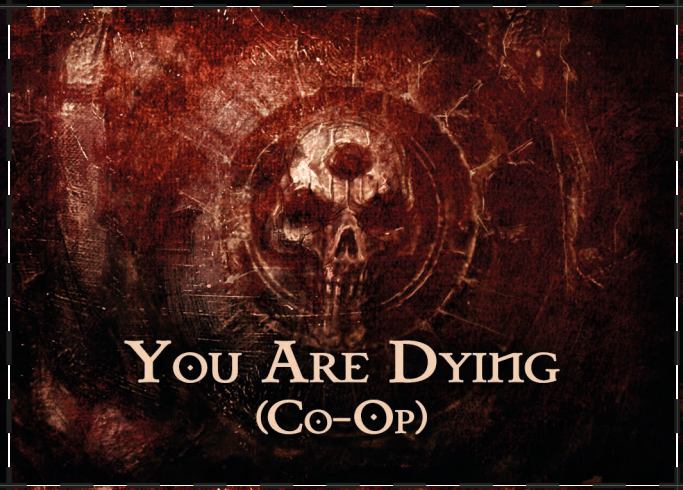
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(Co-Op)

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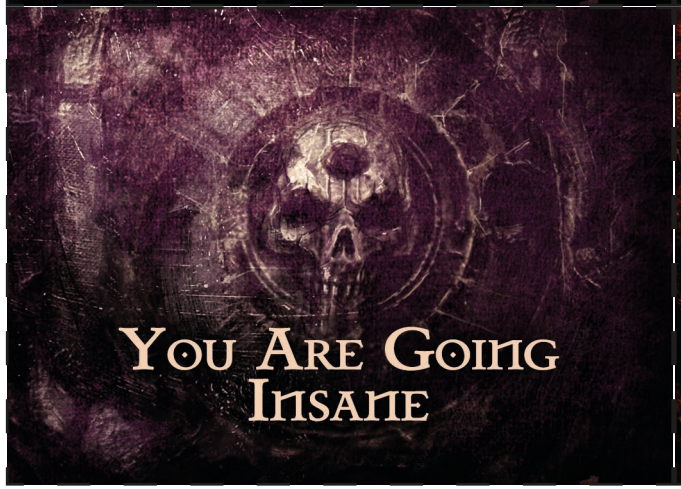
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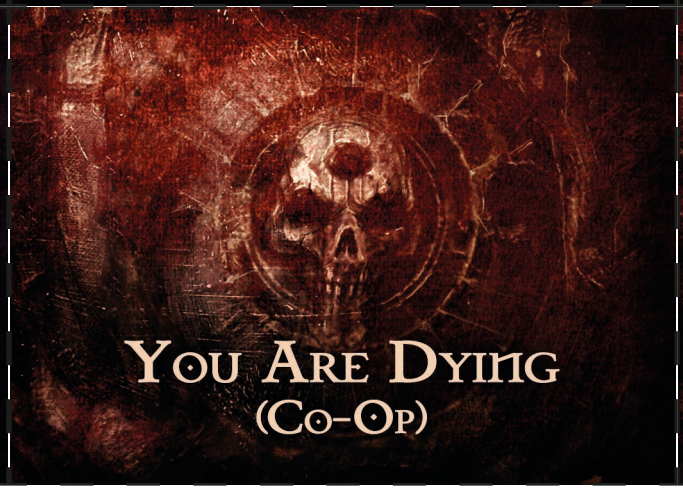
Insane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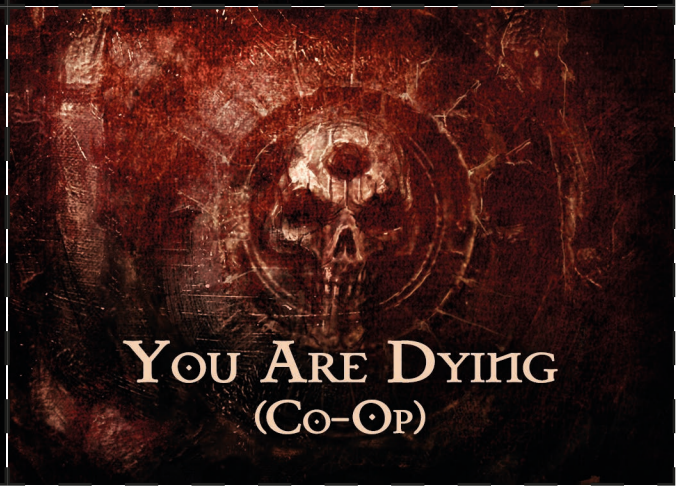
(Co-Op)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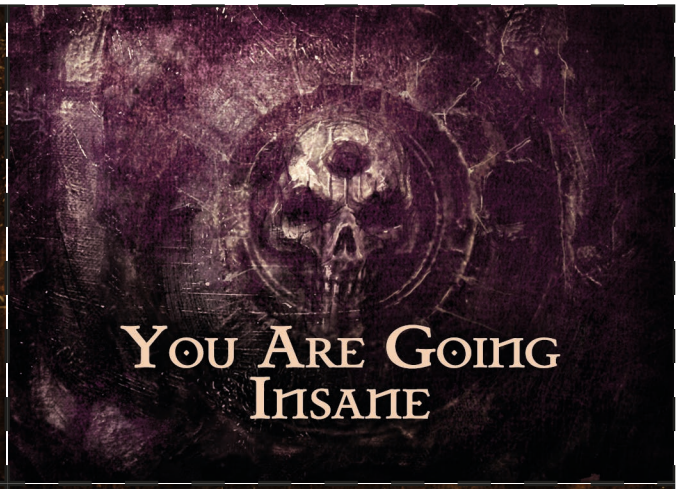
DIPLOMACY

DIPLOMACY


You Are Going
Insane

DIPLOMACY

DIPLOMACY

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DIPLOMACY

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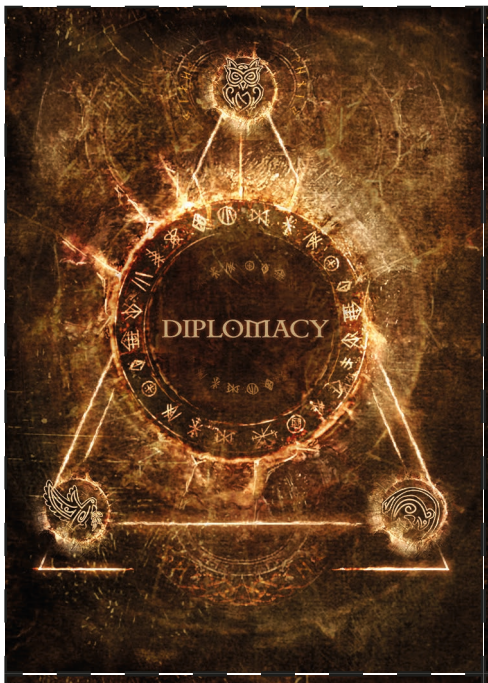
DIPLOMACY

Mystic Calmness
Gain 2 Charges.
Pay 1 Charge:
ignore all
gain or ignore all loss
from this Response.
16/25 G
De-escalation
Gain 2 Charges.
Pay 1 Charge:
if Affinity is not green,
1x
20/25 G
Determination
Lose 1
for each point of your
2x
2x
6/25 Y
Bizzare Methods
Toss a Dial.
Skull: lose 1 Rep.
Grail: nothing happens.
1x
11/25 Y
Determination
Lose 1
for each point of your
2x
18/25 Y
Mystic Calmness
Gain 2 Charges.
Pay 1 Charge:
ignore one gain
or one loss.
1x
1/25 B
De-escalation
Gain 2 Charges.
Pay 1 Charge:
if Affinity is not green,
2x
21/25 B
Ancient Knowledge
1
1
Place this card on top of the Active Quest pile.
The time is short! The guardian menhir that has been protecting your town since the ancient days is about to go dark. Rumour has it that there's a secret druidic ritual that may help you rekindle the menhirs. You must explore the locations surrounding Cuanacht to find it!
Quest
Earn a "Menhir Rites" Secret card. To do so, you will have to Explore the Locations surrounding Cuanacht (101).
Success: as soon as you have "Menhir Rites", resolve the Chapter1 Part5 card from the Event Deck and discard the "Ancient Knowledge" Event card. Remember not to change the structure of the rest of the deck.
Hint: if this is your first game, try to return to Cuanacht at the end of this day and spend a night there to read the Dream, as Dreams often contain hints.
Further From Home
2
1
Place this card on top of the Active Quest pile.
The island opens up before you with its countless trails and possibilities. As you walk on, you realize it's been a long time since you wandered this far from home. What should you do now?
Place 1 Random Event on top of the Event Deck. One Character gains Secret card 24.
Quest
Complete one of the following:
Reach Kamelot (190) in the East and obtain help from its ruler.
Explore the island and find a different way to progress in the story.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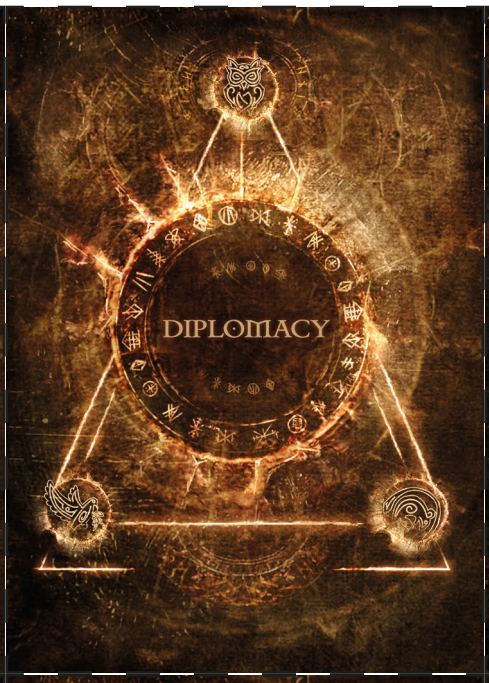
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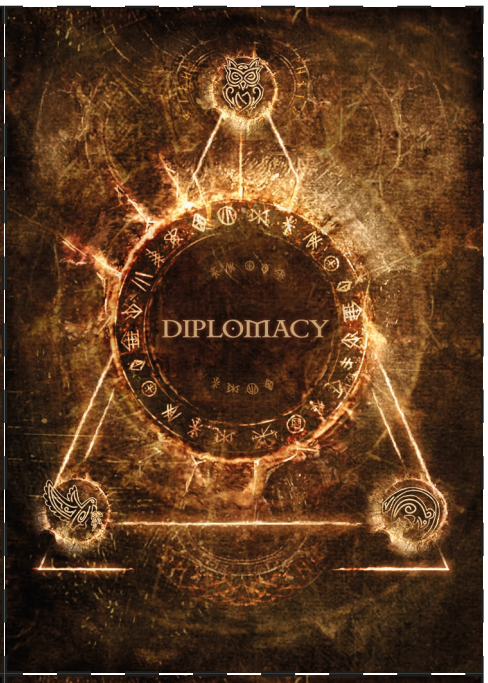
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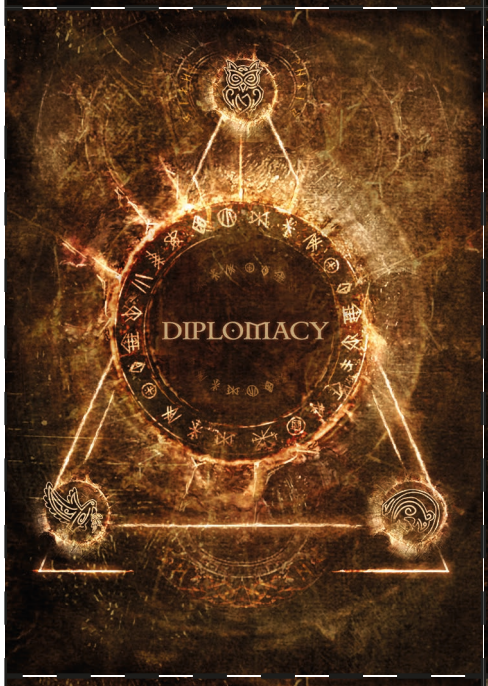
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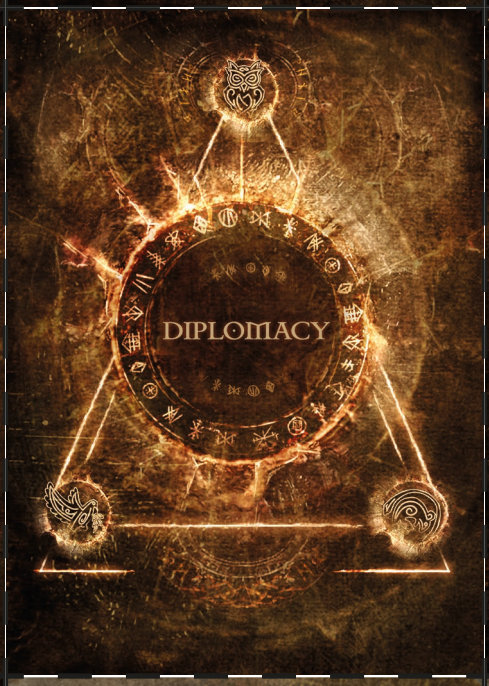
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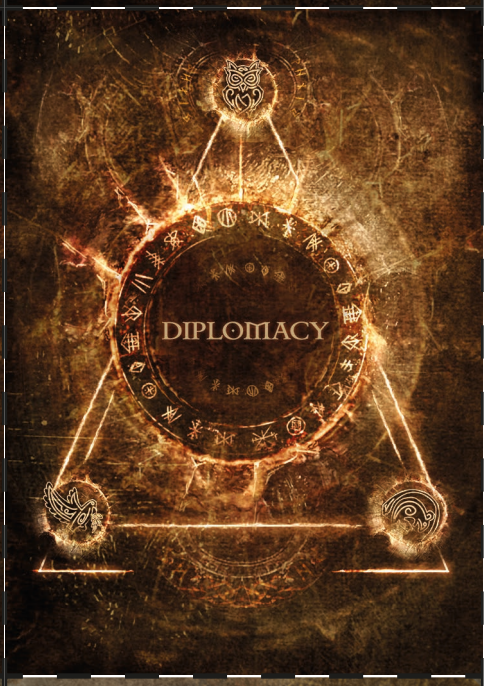
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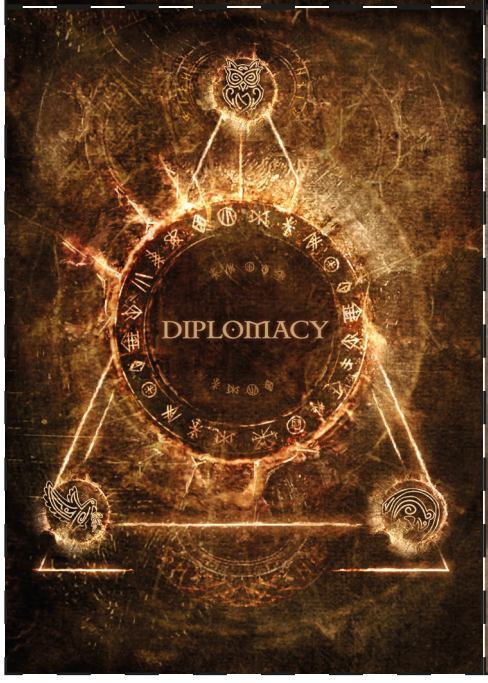
DIPLOMACY

EVENT
CHAPTER 1
PART 1

EVENT
CHAPTER 2
PART 1

Hope Shall Pass

7 1

Place this card on the Active Quest pile.

Orrin's rejection is disappointing but understandable. Human ventures into Tuathan have already done more harm than good. Why would he think yours will be any different? To help him change his mind, you need to do something good for the realm.

Quest

Complete one of the following:

- Help restore the Round Table and gain the "Crest of the Order" Secret card.
- Gain the "Hand of the People" Secret card by causing the downfall of the Round Table.
- Find another way to enter Tuathan.

Success: as soon as you gain Secret card 19 or 51, go to Verse 490 in the Book of Secrets.

Put the Special Event B on top of the Event Deck. Then, place 8 (-1 per player) Random Events on top of the Event Deck.

The Night of Daggers

4B 2

Place this card on the Active Quest pile.

You're nearly done! Now, all three rulers and their retinues need some time to reach the meeting grounds.

Additional setup: place a Dial and a Time Token on this card and set the Dial to 2. Reduce the Dial at each Start of the Day. When it reaches 0, remove the Halfway Location card (152) from the game and replace it with Halfway Meeting (158). If Location 152 had an active Menhir, transfer it to Location 158.

Quest

- Go to Halfway Meeting (158) when it becomes available, conclude negotiations on behalf of your ally – or switch allies!

Hint: a cold-blooded betrayal may end the conflict faster, but it will not be forgotten...

Now, place Chapter 4B: Part 3 card on top of the Event deck.

Echoes of the Ages

8 2

Another day passes. Your eyes hurt from the ever-shifting wyrdness, and you can barely remember your own name.

After a few hours of travel, you notice a group of four people walking upside down through one of the wyrdstone filaments, in a direction directly opposite to yours: a bandaged knight, a girl with a wolf and two other figures. You try to call them, but your voice is drowned by the noise.

Knowing that other humans have managed to reach these depths of madness gives you hope.

Each Character gains 1 . Put the Special Event D on top of the Event Deck, then place 2 Random Events on top of it.

The Hunt Catches On

5 1

You have managed to elude the attention of the higher powers for a surprisingly long time. But now, you are too close to the Grail to remain unnoticed.

Each Character gains 2 Exp.

Gain all remaining parts of the "Something is Watching" status, but do not resolve Special Event C. Instead, go to Verse 13 in the Book of Secrets.

Then, find and resolve the Chapter 5: Part 2 card.

Maw of the Earth

10 2

Place this card on the Active Quest pile.

You have the tools and Orrin claims to have the knowledge. But you still need a suitable material to work with. Druids who tended to menhirs used a particular light-grey Wyrdstone that was mined west of Farshire.

Quest

- Gain the "Pristine Wyrdstone" Secret card (14) and bring it to Orrin.

Hint: you may earn this Secret by searching the mines under the Devastation (139).

If you have the "Reclamation" status, place the Chapter 10: Part 3 card on top of the Event deck.

A Night Battle

6 2

It is still the blackest night when you are roused from your sleep by the distant sound of combat. The noise of steel grinding against steel resembles that of two metal giants trying to rip each other to pieces. But what really makes your skin crawl is the lack of accompanying battle cries – or any voices at all for that matter.

In the morning, you carefully investigate the site. All the signs point to a battle of tremendous proportions: trees uprooted, great rocks hewn in two. One set of tracks belongs to your Fore-dweller hunter, the other to someone almost his size. If you read them correctly, the Fore-dweller hunter limped away, bleeding and broken. The victor carried on in the direction of Tuathan.

If the Fore-Dweller model is present in any revealed Location, place it next to the playing area, along with a Time Dial. Set the Time Dial to 2. Once it runs out, place the Fore-dweller on the lowest numbered revealed Location.

Put the Special Event B on top of the Event Deck. Then, place 8 (-1 per player) Random Events on top of the Event Deck.

EVENT
CHAPTER 4B
PART 2

EVENT
CHAPTER 5
PART 1

EVENT
CHAPTER 6
PART 2

EVENT
CHAPTER 7
PART 1

EVENT
CHAPTER 8
PART 2

EVENT
CHAPTER 10
PART 2

COMBAT

DIPLOMACY

DIPLOMACY

Good Weather

Each Character's first Travel today costs 1 less.

Experienced journeymen know to make the most of decent weather while it lasts.

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Full Moon

Whenever you would draw a random gray Encounter, draw a purple Encounter instead.

Whenever you would draw a single random purple Encounter, draw one more and pick one with the highest value.

In all Menhirs with Dials, increase the Dial by 1.

Ancient powers grow in strength.

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Experienced journeymen know to make the most of decent weather while it lasts.

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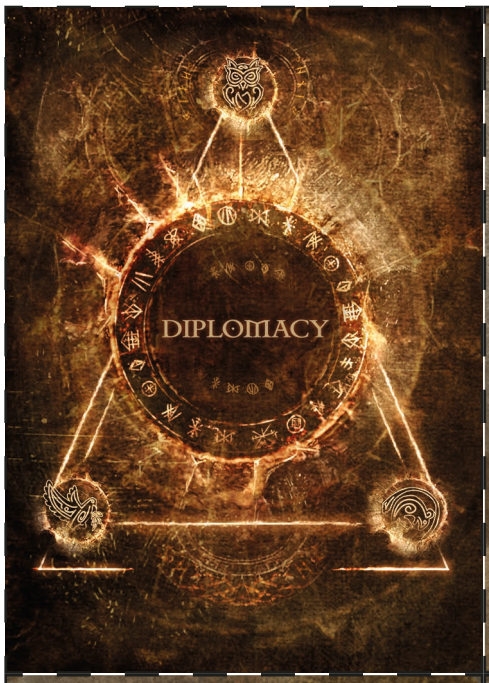
Experienced journeymen know to make the most of decent weather while it lasts.


DIPLOMACY

Random
Event

Random
Event

Random
Event

Random
Event

Random
Event

Random
Event

Random
Event

Random
Event

Beautiful Weather
Each Character's first Travel today costs 1 less.
When drawing a single random green Encounter,
draw one more and pick one with the smallest value.
Even wild animals come out of their dens.
A perfect day for a hunt.
Beautiful Weather
Each Character's first Travel today costs 1 less.
When drawing a single random green Encounter,
draw one more and pick one with the smallest value.
Even wild animals come out of their dens.
A perfect day for a hunt.

Random
Event
Random
Event

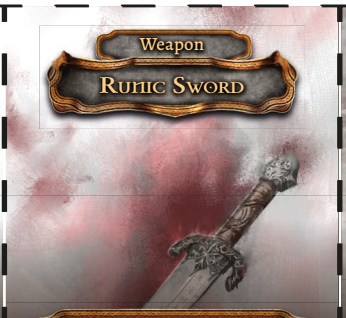
Weapon

Clamsword

When you Connect the , , or Key, you may discard a Combat card to gain .

Weapon

Runic Sword



When You connect the , , or Key, gain .

Ignore the *Fast* trait (only you).

Weapon

Norse Axe

In Combat, each time you gain or more from Keys of a single card, gain more.

Ignore the *Defensive* trait (only you).

Shield

Battered Shield

C

If your Sequence ends with a connected , , or Key, prevent 1 .

Shield

Battered Shield

C

If your Sequence ends with a connected , , or Key, prevent 1 .

Shield

Wicker Shield

C

Discard this item to prevent 2 .

Armor

Masterwork Armor

Decrease your hand limit by 1.

: Prevent 1 .

Dessicated Advisor

0 If you're not "Going Insane", gain 2 , 2 Magic and toss a Dial.

Grail: gain 1 Exp.

Skull: discard this Item.

Precious Memento

When Resting, if you eat 1 **Food**, lose 1 more .

Relic

Moldy Tome

If you don't eat **Food** when Resting, gain 1 **Magic**.

Piercing Chimes

All Characters in your Location (including you) ignore the effects of *Night Assault* and *Beast on the Prowl* Events.

Companion

Lucky Piglet

After drawing a single random Encounter, you may put it on the bottom of its deck and draw another one (once per day).

Companion

Feral Cat

At the Start of the Day, if you have no **Food**, gain 1 **Food** and 2 .

Ignore the *Ambush* trait (only you).

Third Eye

0 Gain 1 **Magic** and 1 . Look at the top card of each Encounter deck. You may then decide to shuffle any of these decks. Discard this Item after use.

Relic

Excalibur's Scabbard

95

At the End of the Day, you may gain 1 to gain 1 .

Stagfather's Charm

17

Whenever you would start a Bowmaiden Encounter, put it back at the bottom of its deck (it counts as a win), gain 1 **Food** and continue the game.

ITEM
95
SECRET
17
SECRET

Global

Menhir Rites

11

You can now activate Menhirs! The costs of this Action can be found at the back of each Location with a Menhir symbol.

Armor

Coat of Plates

5

Lose 1 at the start of each Combat Encounter.

Prevent 2.

Burial Mask

3

Whenever you draw a single random purple Encounter, draw one more and choose one of them. Put the other Encounter on the bottom of its deck.

Personal

Redemption

25

Gain 1 part of the "Redemption" status each time you gain Rep.

If you have all 5 parts of this status, discard this card and gain 3 Exp.

Empowered Rite

24

When Activating a Menhir: each Character gains 1, ignore all Resource costs of the Menhir and discard this card (you must still fulfill the Secrets and statuses requirements).

Global

Hunted!

13

At the Start of the Day, move your pursuer according to the rules found in Verse 13 of the Book of Secrets.

Global

Redfern Discovery

47

At the End of the Day, gain 1 and lose 1 if you are in a Location with a visible Redfern clump (see illustration).

Weapon

Excalibur

78

Ignore the *Fast* and *Defensive* traits (only you).

Each time you play a card in Combat: gain .

Each time you start Combat using Excalibur: lose 2.

Global

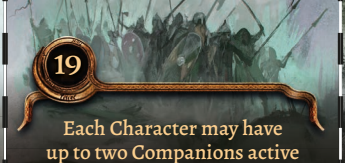
Sigil Discovery

31

At the End of the Day, gain 1 Magic if you are in a Location with a visible Elder Sigil (see illustration).

Global

Hand of the People



19

Each Character may have up to two Companions active at the same time.

Whenever a Character would start an Angry Mob Encounter, place it back at the bottom of its deck (it counts as a win).

Quest for Elder Powers

65

Place a Dial and a Quest Token on this card and set them to 1. Each time you defeat a purple Encounter, increase the Dial by 1 (maximum 8).

Global

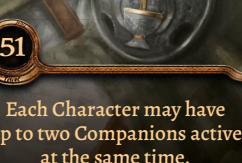
Enrage!

4

As long as this Secret is in play, all Combat Encounters gain the *Rage* Trait.

Global

Crest of the Order



51

Each Character may have up to two Companions active at the same time.

Whenever a Character would start a Knight Errant Encounter card, place it back at the bottom of its deck (it counts as a win).

Armed Retinue

73

At the start of Combat, gain . Discard this card if you Escape or fail a Combat Encounter.

Crude Menhir

15

Pay 1 Magic (per player) to attach a matching Location card to your Location. This card does not have to be in the Active Menhir range!

Global

Distrust

42

Every first Diplomacy card played during a Character Activation gives one less

11
SECRET
5
SECRET
3
SECRET
25
SECRET
24
SECRET
13
SECRET
47
SECRET
78
SECRET
31
SECRET
19
SECRET
65
SECRET
4
SECRET
51
SECRET
73
SECRET
15
SECRET
42
SECRET

47

Perseverance

If you eat **Food** when Resting, gain 1 additional .

27

Collector

You may use up to 2 cards with the Relic keyword at the same time.

5

Exertion

Once per Encounter, you may remove one from any card in the Sequence. If the last is removed, resolve the Delayed ability of that card."

67

Global

Disturbed Rest

Whenever a Character Rests, see the modified Rest rules in Verse 605 of the Book of Secrets.

49

Martial Arts Expert

In Combat, at the end of your Activation, you may one card.

31

Foresight

Whenever you draw a single random blue Encounter, you may draw one more and choose one of them.

11

Combat Instinct

During an Encounter: Increase your hand limit by 1.

33

Hopeful Settlers

At the End of the Day, if there's no Quest Token on this card, pay 1 **Wealth** or pay 1 **Rep** or discard this card.

51

Resilience

Whenever you lose 3 or more , reduce this loss by 1.

43

Insight

At the start of an Encounter, you may shuffle your hand back into the deck and draw the same number of cards (once per Encounter).

15

Bodyguard

In Combat, when another Party member receives , you may decide to receive all of this instead. It becomes unavoidable.

50

Weapon

Hazeer's Sabre

If your Sequence ends with a connected , or key, ignore the *Feint* Trait (only you).

57

Rogue Tactics

In Combat: right before the Enemy Attack step, you may lose .

45

Paragon of Hope

When starting a Diplomatic Encounter, raise the Affinity by 1.

23

Survival Diet

1 Gain 1 to gain 1 **Food** (once per Day).

1

Monstrous Strength

In Combat: Whenever you connect a or Key, gain 1 additional .

48

Clear-minded

If you eat **Food** when Resting, lose 1 additional .

28

Hunger Resistant

When Resting, gain 1 and lose 1 even if you don't eat.

6

Feast of Heroes

When resting, you may consume any amount of additional **Food** to gain the same amount of

67

SECRET

50

Sneak Attack

In Combat:
If you play the very first card in the Combat, double the total number of you gain from all its Keys."

32

Tracker

Whenever you draw a single random green Encounter, you may draw one more and choose one of them.

12

Swiftness

If you are not using any card with the Armor keyword, ignore the *Ambush* trait and draw 1 extra card at the start of each Combat.

33

SECRET

52

Calming Presence

In Combat:
If the last card in the Sequence has no , , or keys, prevent 1 .

44

Fast Learner

Whenever you upgrade your Combat or Diplomacy deck, draw 1 card more to choose from.

16

Inspiring Leader

Your Companions do not require any payment.

50

SECRET

58

Skillful

The cost of your Character Action is decreased by 1 (but not lower than 1).

46

Common Understanding

In Diplomacy:
When you play a card, you may treat gray and red spaces on the Affinity track as green.

24

Fear to Fuel

You may ignore the negative effects of Nightmares.
If you have a Nightmare, gain 1 **Magic**.

Dual Wielding

When not using a card with a Shield keyword, you may use 2 cards with the Weapon keyword at the same time.

2

Order of the Day

I) Start of the Day:

- ⇨ Resolve Start of the Day effects.
- ⇨ Remove the expired Menhirs and discard Locations that are out of the Menhir range.
- ⇨ Reduce all Time and Menhir Dials, remove Time Tokens.
- ⇨ Move Guardians.
- ⇨ Reveal the next Event Card.
- ⇨ Pick active Item and Secret cards.

II) During the Day:

(Until everyone runs out of or passes):

- ⇨ Players perform one Action each in any order.

III) End of the Day

- ⇨ Resolve End of the Day effects.
- ⇨ Rest – you may pay 1 **Food** to gain 1 and lose 1
- ⇨ Restore to Full.
  - If you are Exhausted, restore 4 points of instead.
- ⇨ Advance your Character by spending **Exp**.
- ⇨ Modify your decks.
- ⇨ If you're in a Location with the icon, read the Dream.
  - If "You Are Going Insane", read the Nightmare instead.
- ⇨ Start the next Day (go to stage I).

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Action Overview

Explore
Flip your Location card or open its page in Exploration Journal.

- Read the text on the other side and resolve any rules.
- This text will often refer you to the Exploration Journal of the Location to make further choices.

Travel
Move to any revealed Location connected to your current one.

- Check if this reveals any new Locations.
- Resolve Guardian Encounters (if any).
- Check for any rules marked with a ⚡

Location action
Use an Action on the front of your Location card.

Inspect a menhir
You may perform this only in Locations with a menhir icon.

- After Inspecting a Menhir, you may immediately try to Activate it. The cost and requirements are listed on the back of the Location card and in the Exploration Journal of the Location.

Character, Secret, Item Actions
Use an Action printed on your Character Tile or on one of your cards.

- Other Characters in the same Location can help you pay the cost of this Action. You always have to pay at least 1 when using your Character Action.

Pass
End your day.

- You can't perform any Actions until the next Start of the Day.

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Icon Glossary

⇨ Action Icon

⇨ Continued in the Exploration Journal

⇨ Resolve immediately after entering the Location

⇨ Energy

⇨ Health

⇨ Terror

⇨ Menhir

⇨ Dreams

⇨ Unfriendly Settlement

⇨ Friendly Settlement

Character Advancement

2 Exp ⇨ Draw 3 Combat or Diplomacy cards from your Advancement Pool. Choose one, put the rest back, and shuffle the Pool.

2 Exp ⇨ 1st point in one of the Attribute pairs

4 Exp ⇨ 2nd point in one of the Attribute pairs

6 Exp ⇨ 3rd point in one of the Attribute pairs

8 Exp ⇨ 4th point in one of the Attribute pairs

10 Exp ⇨ 5th and further points in one of the Attribute pairs.

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Combat and Diplomacy Icons

I) General:

- ⇨ Multiplies the next bonus
- ⇨ Draw a Card
- ⇨ Discard the last card from the Sequence
- ⇨ Bonus Action
- ⇨ Enemy Attack / Response
- ⇨ Triggers when placed, after Keys are connected
- ⇨ Triggers when the last Time Token is removed
- ⇨ Damage
- ⇨ Cancel the next bonus
- ⇨ Connected Attribute key
- ⇨ Connected Magic key

II) Combat Specific:

- ⇨ Combat Pool marker

III) Diplomacy Specific:

- ⇨ Move the marker on the Affinity track 1 space up
- ⇨ Move the marker on the Affinity track 1 space down
- ⇨ Check the effect on the Encounter card, next to the current stage of the Encounter.

Enemy Traits (see Rulebook for details):

Ambush – First Character discards down to 1 card in hand at the start of their first Activation.
Rush – First Character receives 2 at the start of their first Activation.
Defensive – Each first Combat card of the Activation adds less.
Fast – Players can play a maximum of 2 Combat cards per Activation.
Feint – in step 3 can't be prevented in any way.
Guardian – If not defeated, this Encounter will roam the map.
Horde – At the start of step 3 (enemy Attack), the Active Character discards 2 Combat cards from the top of their Combat deck.
Opportunist – If a player doesn't play at least 2 Combat cards in step 2, apply the Opportunity attack.
Rage – Resolve step 3 (enemy Attack) twice per Activation.
Robber – When all Characters drop to 1 (or less) they lose all **Wealth** and discard all Items. Then, the Encounter ends (treat it as loss).
Shatter – At the end of the Encounter, discard all used Weapons.
Slow – Draw +1 card at the start of Combat and during End Turn phase.

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Combat Overview

Starting Encounter

- Draw 3 cards from the Combat deck (4 Party members: 2 cards).
- Check the enemy Traits.

I) Pick the Active Character

II) Character Activation

1) **Delayed Abilities** – remove 1 Time Token from each card, resolve any Abilities triggered by Time Token removal.
2) **Play Cards or Receive an Opportunity Attack:**
   - » Play any one Combat card from your hand.
   - » Play any number of additional Combat cards (each additional card needs to connect with the Bonus icon). After that, perform the **Victory Check**.
   - » If you didn't play any cards, resolve the Opportunity attack listed on the Encounter card, then draw 1 Combat card.
3) **Enemy Attack** – resolve the Attack on the Encounter card that matches the number of markers in the Combat Pool. Then, perform the **Victory Check**.
4) **Check Readiness** – if each Party member has been Activated, go to phase III (End Turn). If not, go back to phase I (Pick the Active Character).

III) End Turn

- **Discard** – each Party member discards down to 3 Combat cards.
- **Draw** – each Party member draws 1 Combat card.
- ~~**Start Next Turn** – go to phase I (Pick the Active~~ Character)

Victory Check

- Count markers in the Combat Pool – if their number is equal to or higher than the Encounter Value, you win the Encounter.

Panic in Combat

- See the Panic rules whenever your is higher than your

Story Mode

When playing Story Mode, apply any of the following modifiers:

1) Remove the limiter plastic piece from the game, and mark with a regular marker instead. Your no longer limits your and you won't Panic in Combat or Diplomacy.
2) Treat all Menhir Activation costs as if they had 1 type of resource requirement less – it may result in Activating Menhir for free.
3) When setting up Encounter decks at the start of each Chapter, set them up as if there was 1 Character fewer in the game.
4) During "V) Prepare the Secret and Items decks" of the World Setup, each Character draws and gains 1 random Craftable Item.

During the Campaign, these modifiers may be applied or removed at the start of any Chapter.

Diplomacy Overview

Starting Encounter

- Draw 3 cards from the Diplomacy deck (4 Party members: 2 cards).

I) Pick the Active Character

II) Character Activation

1) **Delayed Abilities** – remove 1 Time Token from each card, resolve any Abilities triggered by Time Token removal.
2) **Play Your Cards**
   - » Play any one Diplomacy card from your hand.
   - » Play any number of additional Diplomacy cards (each additional card needs to connect with the Bonus icon). After that, perform the **Affinity Check**.
3) **Enemy Response** – resolve the Response on the Encounter card that matches the current Stage. Then, perform the **Affinity Check**.
4) **Check Readiness** – if each Party member has been Activated, go to phase III (End Turn). If not, go back to phase I (Pick the Active Character).

III) End Turn

- **Discard** – each Party member discards down to 3 Diplomacy cards.
- **Draw** – each Party member draws 1 Diplomacy card.
- **Start Next Turn** – go to phase I (Pick the Active Character)

Affinity Check

- If the marker on the Affinity Track is on the lowest slot, you fail the Encounter.
- If the Marker is on the highest slot, begin the next Stage and go directly to Check Readiness step. If it was the last Stage, you win the Encounter.

Challenge Mode

When playing Challenge Mode, apply any of the following modifiers:

1) If you don't eat **Food** when Resting, place your marker on 0. If it was already at 0, lose 1 instead.
2) Flip your limiter plastic piece upside down.
3) Take Secret card 42.
4) You may only try to Escape Combat once per Character's Activation. When you do:
   - Lose 1
   - Receive Opportunity attack
   - Toss a Dial.
     - » Skull: You remain in Combat.
     - » Grail: You successfully Escape the Combat.
5) **Menhirs & Events**
   - When Activated, all Menhirs have their duration reduced by 1 day.
   - When the game requires you to place any Random Event cards, place 1 less than instructed.
6) **Character Advancement** – Instead of standard Experience costs, use the list on page 22 of the Rulebook.
7) **Items** – You can carry up to 5 Items (Secrets do not count towards that limit)."

During the Campaign, those modifiers may be applied or removed at the start of any Chapter.

102
121
101
Broken Cuanacht
103
104
2 Help the Townsfolk:
Gain 1 Rep (once per day)
The last days of Cuanacht don't look pretty.
105
131
Timberwall
132
Draw a blue Encounter when you enter this Location
Besieged from all sides by the curtains of wyrdstone, and the encampments of a hostile army.
111
153
134
Falfuar
133
135
Draw a blue Encounter when you enter this Location (once per day)
1 Look for Provisions:
Pay 1 Wealth, gain 1 Food
The settlement is chaotic, but sturdy. A strange stone trough runs out of the village and disappears into the distance like a dried riverbed.
155
136
Broch Cruach
135
2 Search the Brochs:
Gain 1 Wealth, draw a purple Encounter
Thick-walled brochs spread over the horizon. Most are used to imprison men, but some contain older, ominous threats.
138

101

121

Broken Cuanacht

⇨ If you **have** part 1 of the "**Left Behind**" status, Verse 9. Otherwise, read on:

After such a long journey, the sight of home should bring you relief. Instead, it only causes heartbreak. Even from afar, you realize fate was not kind to Cuanacht or its residents. The land has buckled and split open. Many places and houses you remember since childhood are gone. The Guardian menhir hangs precariously on the edge of the chasm.

After several waves of migrations and the slaughter of the Halfway Meeting, just a couple of dozen people are left here. As you approach, you meet their tired, sad gazes. "I see you received our message," one of them says. "Are you finally here to help us?"

0 Activate a Menhir
Requires **all Characters**, the **Menhir Rites** Secret card and the **Stoneshaper's Tools** Secret card.
Pay 1, 1, 2 **Wealth** and 2 **Magic** (per player): put a new Menhir model on this Location and set its Dial to 8 (-1 per player).

131

Timberwall

With its back resting against the safety of an impassable Fore-dweller fortification, Timberwall climbs so high it's visible from miles away. The people of this city are just like the city itself: opportunistic, proud, clinging to any advantage they can wrestle in this brutal world.

⇨ If you **have** part 2 of the "**Lost and Fallen**" status, remove this Location card from the game and replace it with **Location 137**. Then, Explore this new Location for free.

⇨ Otherwise, if you **have** part 3 or 4 of the "**Lost and Fallen**" status, Verse 20. If you **don't**, Verse 1.

134

Falfuar

Thick smoke swirls between low, wooden houses. The western part of the settlement is covered by the swirling mist and you can hear strange noises coming from there. Even with the protection of the menhir, this place isn't completely safe.

There's a deep gully leading east towards another village. It was used to move the menhir between this settlement and Bundorca since ancient times.

⇨ If you **don't have** any parts of the "**Diplomatic Mission**" status – Verse 1.

⇨ Otherwise:

0 Activate a Menhir
Requires **all Characters**, the **Menhir Rites** Secret card, and **Menhir model** in this Location.
Pay 1, 2 **Magic** and 1 **Wealth** (per player): set Menhir's Dial to 7 (-1 per player).

136

Broch Cruach

You are submerged in a hundred-year dream, black and sticky like hot tar, when a strong pull manages to wrestle you back to reality. Something approaches! Not one of these ordinary, short-lived humans that buzz around the plateau, preoccupied with their matters of no importance.

No, this one is different. An elder, radiant soul. An exile on the border of two realities. A pilgrim who has been here many times, but who yet looks at everything with fresh new eyes.

⇨ If you **have** at least 2, and you **don't have** the "**Call from Beyond**" status – Verse 2.

⇨ Otherwise:

141
Wyrdedge
118
2
Buy Healing Potions:
Pay 2 Wealth or 2 Magic, gain 3
A solitary structure miraculously resists the wyrdness pushing at it from all sides.

180
Orrin's Resolve
Explore when you enter this Location (this Exploration is free)
This location remains on the table even if it's out of the range of an active Menhir.
A human refuge in the ever-shifting ruin of Tuathan.

199
Tuathan
Flip this card as soon as you enter this Location!
This location remains on the table even if it's out of the range of an active Menhir.

141

Wyrdedge

Not long ago, this old crannog sat on top of a miry lake. Now, the wyrdness coils above and below the wooden structure, and its bridge has become the last strand of reality anchoring it to the human world.

You know of only one person who could have carved out a living in pure wyrdness – Orrin, the last sorcerer of the island and the heir to Merlin's knowledge.

⇨ If you **have** the "**Winds of Wyrdness**" status, Verse 3.

⇨ Otherwise:

0 Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card. Pay 1, 2 **Wealth** and 1 **Magic** (per player): put a new Menhir model on this Location and set its Dial to 6 (-1 per player).

Tuathan

As long as this side of the card is revealed:

If you have (or gain) the "**You Are Going Insane!**" card, you figure out the mystery of life. Lose all and lose all .

If you have (or gain) the "**You Are Dying!**" card, your body enters a mysterious stasis. Restore all and lose all .

1 Search Tuathan:

Go to Verse 1, Location 199.

1 Progress through Tuathan

(requires all Characters, pay 2 Quest Tokens):

If there are two Tuathan Location cards (199) on the table, go to Book of Secrets:

⇨ If you're playing Chapter 8 – Verse 665

⇨ If you're playing Chapter 9 – Verse 40

If there are five Tuathan Location cards (199) on the table, go to Book of Secrets:

⇨ If you're playing Chapter 8 – Verse 55

⇨ If you're playing Chapter 9 – Verse 666

Otherwise (if there are 1, 3, or 4 Tuathan cards), attach a new random Tuathan Location card and move your Characters there.

180

Orrin's Resolve

Out of the chaotic, filigree structures of Tuathan, a solitary building raises itself on four crooked legs. Its walls of rough stone look distinctly out of place. Arrow-slits instead of windows and a narrow entry seem to indicate its defensive purpose. It was obviously built by humans, but the platform the abode rests on, and the four pillars that support it, are made of pure thought-bent wyrdstone. How was that possible?

As you approach the foot of the structure, the oppressive feeling that has accompanied you all through Tuathan grows weaker. Somehow, wyrdness seems to avoid this place.

Companion
Lancelot
59
When starting Diplomacy, lower your Affinity by 1.
Gain at the start of a Combat Encounter.
You can't set Lancelot aside at the start of an Encounter.

59
SECRET

Cold Wraith 20

Not yet dead, no longer alive.
Wyrdness and frost wrack his body.

Frostbite
At the beginning of the End Turn phase, each Party member with an Exposure Marker discards a card.

0-3	2, gain 2
4-10	Lose , gain 2 ,
11-15	3, gain 2
16-19	2, gain 1 **Exposure**
Opportunity: gain 2 **Exposure**	

Reward: 1 **Exp**
Loot: 1 Item

Snow Fox 5

People pay well for its fur. But can you really kill such a lovely, tiny-pawed creature?

0-4	Lose , lose 1
Opportunity: lose 1	

2x

Loot: 2 **Food**, 1 **Wealth**

Snow Fox 5

People pay well for its fur. But can you really kill such a lovely, tiny-pawed creature?

0-4	Lose , lose 1
Opportunity: lose 1	

2x

Loot: 2 **Food**, 1 **Wealth**

Hooded Crow

An embodiment of sorrow and self-hatred.

Approach him		, gain 2	I
Endure his grief			II

Reward: gain 3
Failure: lose 1 , move to the lowest numbered connected location

Avoid: lose 1 , move to a lowest numbered connected location

1x

Aillén Trechend 33

The legend says a certain flat-headed druid created this thing to fight creatures of wyrdness. It hunted them – but also everything else.

Defensive, Opportunist, Rage

0-10	3, gain 3
11-20	3
21-32	3,
Opportunity: 3 , lose	

Reward: 3 **Rep**, 3 **Magic**, 3 **Food**

Frozen Wyrdness 18

The result of everchanging wyrdness trapped in a single form.

Feint, Frostbite

0-4	1
5-9	Gain 1 , , lose
10-14	1,
15-17	1, gain 1
Opportunity: gain 1 **Exposure**	

Reward: lose 1 **Exposure**
Loot: 3 **Magic**

Frozen Wyrdness 18

The result of everchanging wyrdness trapped in a single form.

Feint, Frostbite

0-4	1
5-9	Gain 1 , , lose
10-14	1,
15-17	1, gain 1
Opportunity: gain 1 **Exposure**	

Reward: lose 1 **Exposure**
Loot: 3 **Magic**

Allfather's Warrior 5 3

The Allfather's Inquisition joined the chase, and their restless vindicators, or butchers as many call them, are at your heels. You know those fanatics – they won't rest until they kill you all. You have to escape out of their reach, beyond Still River.

A Character with Secret card **81**, and all Characters in the same Location resolve the **"Allfather's Vindicator"** gray Encounter (Difficulty 4). You can't Escape during the first X Combat Turns, where X is the number indicated by a Dial on the Quest card.

Then, increase the Dial on the Quest card by 1.

Place this Event card back on top of the deck.

Special Event D

Word spreads about the appearance of "wealthy travelers". A variety of tax-gatherers and jurists see this as a chance for profit for themselves and their communities.

Besides that, it's still getting colder.

Each Character who is not in a Settlement gains 1 **Exposure**.

Pay a total of 2 **Rep** per Character, or each Character discards 1 **Wealth** for every 3 **Wealth** they have.

Pay a total of 2 **Rep** per Character, or each Character discards 1 **Food** for every 2 **Food** they have.

Pay a total of 3 **Rep** per Character, or each Character discards **1** Item for every **5** Items they have.

Put this card back on top of the Event Deck. Then, place 3 (1 Character) or 2 (2-4 Characters) Random Events on top of the Event Deck.

ENCOUNTER
ENCOUNTER
ENCOUNTER
ENCOUNTER
ENCOUNTER
ENCOUNTER
ENCOUNTER
EVENT
CHAPTER 5
PART 3
EVENT
SPECIAL D

The Last Knight Help Card

Sanctuary

⇨ Characters in this Location don't gain
due to being out of the range of an Active Menhir

Discarding Locations

⇨ Don't discard any Locations with a Fore dweller model on them or Locations adjacent to any Character.

Out of Menhir Range

⇨ All Characters present on a Location outside of the Active Menhir Range gain 1
and don't lose Health at the Start of the Day.

0 Attach New Location (requires Secret card 20):

⇨ Pay 1 **Magic** (1 player), 2 **Magic** (2-3 players), or 3 **Magic** (4 players) to attach a matching Location card to your Location. This card does not have to be in the Active Menhir range.

Exposure

- **Exposure** represents the effects of extreme cold and harsh weather. It lowers your max.
- When you gain **Exposure** and you don't have an Exposure Marker, place an Exposure Marker (a red universal marker) in the topmost slot of your track. If you have a marker, move it one slot down. If there was a marker there, lose 1 to make place for the Exposure marker.
- When you are told to lose **Exposure**, move the marker up. It can't reach 0, and you can't move it up above the topmost slot of the track.
- You can remove the Exposure Marker only when you are told to discard it.
- When you have the Exposure Marker and Travel into a Location without the Seal, gain 1 **Exposure**. If you don't have the Exposure Marker, nothing happens.
- Your marker can never be in the same slot or higher than Exposure Marker. During Rest (or when resolving any other effect that would cause you to gain), if you can't gain because of the Exposure Marker, instead: place your marker 1 slot below the Exposure marker and then lose 1 **Exposure**.

201

213

Glimmering Forest

214

212

2 **Hunt:**

Gain 2 **Food**,
draw a green Encounter (once per day)

They say that the trees in this forest are the offspring of the giant tree to the west. Their leafless crowns glimmer with runes.

The Last Knight Help Card

Traits:

Counter – Every time you gain or more when playing a single card (including all bonuses from Items and Skills), immediately resolve the Opportunity attack.

Fear – You Panic whenever you have more than 0

Frenzy – If you're not using any Weapon, resolve the Opportunity attack at the start of your Activation step.

Frostbite – Immediately after taking any , gain 1 **Exposure**.

Hunger – If you have the "**Red Sign**" Secret card 66, Enemy has *Rage* and *Feint* traits during your Character Activation Step.

Multiattack – In Enemy Attack phase, every Party member receives and gains from the Attack. Cards in the sequence modify the Attack for every Party member. Items modify the Attack only for Characters who use them.

Retaliation – Add 1 to the Enemy Attack for every 2 cards in your hand.

New Icon

cannot be prevented!

The Last Knight Help Card

Four-hundred years have passed since the One and True King disappeared.

In normal circumstances, much would have happened in such a time – but no one can call these cold, dark centuries "normal."

Before menhirs burned out entirely, forcing people to shelter in scarce, habitable areas, some places flourished in a moment of glory. There were heroes. There were kings and queens. All faded in the memory of the living as the long-lasting autumn shifted into never-ending winter.

Now, snow and ice covers all. Even wyrdness is a pale shade of itself, weaker than before, as if the cold stifled this force of pure change. Though the attempt by the Fore-dwellers failed to reconquer their land, the millennia-long story of humans on Avalon comes to an end as something interferes with the fragile balance of their world.

213

Glimmering Forest

The hunters from Mangrove Huddle often visit Glimmering Forest – it's full of game, and its leafless trees provide ample light and shelter. Roots emerge from earth and ice, making it difficult to navigate. If you follow animal tracks, you'll always find an easy path.

Unchained Warbeast 15

A ferocious beastman, equipped to be a killing machine.

After you connect any Key with , receive 1 and gain

0-5	1
6-7	Lose
8-11	2
12-14	4, gain

Opportunity: 2, gain

Reward: 1 Food, 1 Rep
Loot: 1 Craftable Item

2x

Morrigan's Chariot 30

Should they take your head, you'll have the honor of joining Morrigan's council.

Antimagic, Focus (lowest), Leader (Secret card 76), Trample

0-10	4,
11-15	2, lose
16-22	3,
23-28	Lose
29	8, gain

Opportunity:
all Party members lose 2

Reward: 2 Rep, 1 Exp
Loot: 2 Wealth, 1 Item

1x

Thebalt
Unbendable Will

Toss a Dial:
Grail:
Skull:

2x

13/15 Y

Thebalt
Unbendable Will

Toss a Dial:
Grail:
Skull:

2x

14/15 Y

Duama
Release Spirits

Roll a die and for every point of the result.

Then, roll a die and for every point of the result.

1x

10/15 B

Place this card on top of the Active Quest pile.

Your actions in the center of the island helped open a new route north. Arthur asked you to reach the most recent human fort – Northpost – and report to its commander.

◇◇◇◇◇

Quest

Get your secret orders from the commander of Northpost (353).

Place Special Event C on top of the Event Deck. Then, place 6 (-1 per Character) Random Events on top of it.

8 | 1 Northern Expanses

Chapter 10 Setup (Front)

Prepare the Event Deck: find all Parts of Chapter 10 and stack them from 3 (bottom) to 1 (top).

Now, follow the instructions on the back of this card.

Chapter 11 Setup (Front)

Find all Parts of **Chapter 11** and create an Event Deck for this Chapter, stacking the cards according to this list:

- **Special Event C** (bottom).
- **Special Event H**, if you **have** the "Trials" part 1 status and you **don't have** the "Victories" part 1 status.
- **Special Event I**, if you **have** the "Trials" part 2 status and you **don't have** the "Victories" part 2 status.
- **Special Event L**, if you **have** the "Trials" part 3 status and you **don't have** the "Victories" part 3 status.
- **Special Event N**, if you **have** the "Trials" part 4 status and you **don't have** the "Victories" part 4 status.
- **Special Event O**, if you **have** the "Trials" part 5 status and you **don't have the** "Victories" part 5 status.
- **Chapter 11: Part 1** (top).

Now, follow the instructions on the back of this card.

Chapter 12 Setup (Front)

Prepare the Event Deck: find all Parts of Chapter 12 and stack them from 3 (bottom) to 1 (top).

Now, follow the instructions on the back of this card.

Chapter 10 Setup (Back)

Create Encounter decks for this Chapter:

1 Character:

Use all cards with , ,

2-3 Characters:

Use all cards with ,

4 Characters:

Use all cards with ,

Shuffle the decks.

Guardian: Draw cards from the gray Encounter deck until you draw a Guardian Encounter. Place this Guardian in the **lowest-numbered** revealed Location. Shuffle the remaining cards back into the deck.

Enemy Army: discard the Enemy Army and its Order card.

You are now ready to start Chapter 10 of the Age of Legends.

Discard this card and reveal the top card of the Event deck.

Chapter 11 Setup (Back)

Make sure there are only **two** Special Event cards in the deck! If there are more, go to Verse **799** of the Book of Secrets.

Create Encounter decks for this Chapter:

1-2 Characters:

Use all cards with ,

3 Characters:

Use all cards with

4 Characters:

Use all cards with ,

Shuffle the decks.

Guardian: Draw cards from the gray Encounter deck until you draw a Guardian Encounter. Place this Guardian in the **lowest-numbered** revealed Location. Shuffle the remaining cards back into the deck.

You are now ready to start Chapter 11 of the Age of Legends.

Discard this card and reveal the top card of the Event deck.

Chapter 12 Setup (Back)

Create Encounter decks for this Chapter:

1-2 Characters:

Use all cards with ,

3-4 Characters:

Use all cards with ,

Shuffle the decks.

Guardian: Draw cards from the green Encounter deck until you draw a Guardian Encounter. Place this Guardian in the **lowest-numbered** revealed Location. Shuffle the remaining cards back into the deck.

If you're in the "Northpost" Location (**353**), discard the top card of the Event Deck and go to Verse **256** in the Book of Secrets.

You are now ready to start Chapter 12 of the Age of Legends.

Discard this card and reveal the top card of the Event deck.

Rebel Lord
In times of turmoil,
new powers rise.
• Recruit His Army:
Pay 2 Wealth to gain Secret card 76
(repeat any number of times).
OR
• Fight His Army (requires 1 or more):
Discard 3 Units reduced by your
or . Each Commander gains 4 Rep.

ENCOUNTER

The Age of Legends Help Card

Units and Commanders

- ⇨ Each Character with at least one Unit is a **Commander**.
- ⇨ At each Start of the Day, each Commander **loses 1** , unless there are no other Characters in play.
- ⇨ At each End of the Day, each Commander pays an **Upkeep** cost: 1 **Rep** or 1 **Wealth** for each of their Units. Discard any Unit cards you don't pay Upkeep for.
- ⇨ When a Commander or their Party draws a Combat Encounter, the Commander may discard this Encounter, as long their total is **higher** than the Encounter's Difficulty. **Menacing** Trait is the exception of this rule.
- ⇨ When you are in a Location where any Unit cards are present:
  - If you have any Units, a Battle starts (see BoS, Verse 10).
  - If you don't have any Units, lose 1 , 1 , gain 1 , and move to any connected Location.
- ⇨ Each Commander may perform the additional following Actions:

4 Forage:

Gain 1 **Food** or 1 **Wealth** per Unit you Command.

1 Relinquish Command:

Lose 1 **Rep** and trade one Unit to another Character in the same Location or discard any number of your Units.

The Age of Legends Help Card

Sanctuary

- Characters in this Location don't lose or gain due to being out of the range of an Active Menhir.
- Sanctuaries are not discarded when out of the Active Menhir range, if there's at least one revealed Location connected to them OR at least one Character on their card.

Menhirs & Menhir limit

- Menhirs never go out on their own. Red markers on their bases represent the strength of their rites that will be drained by an Enemy Army and some other events.
- If there are three Menhir models in use, and you Activate another one, take the model that is furthest from all Characters.
- If there are several Locations within the same distance, take the model from the lowest-numbered of these Locations.

Out of Range Locations

- If there are no more Menhirs on the map, do not discard any more Locations.
- Each Character loses 1 and gains 1 at each Start of the Day until back in Menhir range.

Unavoidable Damage

- cannot be prevented!

New Traits

- *Antimagic, Counter, Elusive, Ethereal, Fear, Focus, Leader, Menacing, Mulitattack,* and *Trample Traits* are described at the beginning of the Age of Legends Exploration Journal.

325

326

Killing Grounds

Even from afar, you see that something vile happened in this young forest, its trees bending toward one another like whispering hags. Each step closer reveals more gruesome details. Between the tops of the trees, scores of Avalonian prisoners hang, the tension of the trunks slowly ripping the arms from their torsos. Drunken soldiers overseeing this atrocity cheer with each drop of black blood draining into the spongy moss.

- Each Party member gains 1 . Then:

0 Activate a Menhir

Requires **all Characters** and the Menhir Rites Secret card (11). Pay 1 and 1 **Magic** (per Character), each Character gains 2 : put a new Menhir model on this Location. Place **three red markers** on the Menhir's base.

334

Isle of the Dead

You make your way toward the island, its dark willow grove overlooked on three sides by an ancient necropolis carved into the side of the mountain. A thousand black eyes – windows peering into the mists – watch your every move. Who created this place? How long ago?

- If you're playing **Chapter 13** and you **have** the **"Traveler's Knowledge"** part 6 status, Verse 24.
- If you **have** the **"Conquest"** part 1 status, Verse 1.
- If **Special Event H** is revealed, Verse 19.
- Otherwise, Verse 20.

330

335

Uncovered Visage

A calm face of red wyrdstone gazes into the heavens, pools of rainwater painting its three eyes blue. Somehow, it feels even older than Tuathan itself.

A corridor in the ear leads inside where, among warm corridors and gem-studded domes, lies something resembling a menhir...

- Each Party member loses 1 and gains 1 **Magic** (up to 3 **Magic**). Exploration ends.

0 Activate a Menhir

Requires **all Characters** and the Menhir Rites Secret card (11). Pay 1 , 1 **Magic** and 1 **Food** (per Character): put a new Menhir model on this Location. Place **three red markers** on the Menhir's base.

337
The Reach
328
343
1 Sell Supplies to Settlers:
Discard 1 Item to gain 4 Wealth
(once per day)
A lone black boulder dominates the landscape.
340
338
Surveyor's Basecamp
320
346
2 Defend the Surveyors:
Gain 2 Rep
(once per day)
A small encampment sits under
a twisted rock formation. The sound
of hammers pierces your ears.
321
331
339
Underwall
345
2 Hunt:
Gain 3 Food,
draw one green Encounter
A remote forest in the shadow of Tuathan.
Nothing but wild animals lives here.
346
Great Dolmen
338
4 Challenge Giants:
Verse 24
The giants set up their tents, tall as mountains,
on both sides of their sacred dolmen.
323

337

The Reach

This is it! You arrive at the edge of human existence in Avalon. A huge black boulder, visible from miles away, dominates the landscape: a navigation aid and a dire warning all in one. Beyond it, few people ever set foot.

- ⇨ If you **have** the "**Trials**" part 5 status and **don't have** the "**Borderlands**" part 1 status, Verse 1.
- ⇨ Otherwise:

Activate a Menhir

Requires **all Characters** and the Menhir Rites Secret card (11).
Pay 1 **Food**, 1 and 1 **Magic** (per Character): put a new Menhir model on this Location. Place **three red markers** on the Menhir's base.

338

Surveyor's Basecamp

The earth split itself open here, its layers rising like the edges of a steel plate pierced by a cannonball, revealing centuries of geological history. Each cliff has a unique shape. This one resembles an old, hunched man; that one, an infernal maw, waiting to swallow you whole.

The small gathering of tents at the foot of the cliffs seems tiny and insignificant by comparison. Yet, your heart races as soon as you notice the camp. Meeting other people in such a remote part of the island is comforting.

- ⇨ If you **don't have** the "**Prospectors**" part 1 status, Verse 3.
- ⇨ If you **have** the "**Prospectors**" part 6 status and you **don't have** the "**Arbiter**" part 2 status, Verse 11.
- ⇨ If you're playing **Chapter 13**, Verse 19.
- ⇨ Otherwise:

339

Underwall

With the wall pushing at you from one side, and thick clouds of wyrdness from the other, you traverse a rapidly narrowing corridor. You consider turning back, but you notice a section of the wall that's different, its base riddled with small holes.

- ⇨ If you **don't have** the "**Dangers of Avalon**" part 3 status, Verse 1.
- ⇨ Otherwise, Verse 3.

Activate a Menhir

Requires **all Characters** and the **Menhir Rites** Secret card (11).
Pay 2 (per Character): each Character gains 2 .
Put a new Menhir model on this Location.
Place three red markers in the Menhir's base.
See "**Empowered Menhirs**" at the start of this Exploration Journal for details.

346

Great Dolmen

A gray gate rises above the horizon, leading from nothing to nothing. In ages past, some unknown force planted two stones, each higher than the towers of legendary Kamelot, and left a third stone precariously balancing across their tops. Tall, wooden walls obscure the area beneath the dolmen.

You'd like to take a closer look, but giant sentries roaming the plains are enough to curb your enthusiasm.

- ⇨ If your is 1 or higher, Verse 14.
- ⇨ Otherwise:

365
354
351
Young Farmhold
347
367
Gain 1 when you enter this Location
(Caolin may ignore this when using her "Wolfrider" Ability)
Cuanacht feels remarkably familiar for such a new place.
348

355
361
Heather Highland
372
356
Explore this Location
(this Exploration is free)
The rolling hills and lush heather awakens your memories of home.

351

354

Young Farmhold

A young farmhold called Cuanacht grows around the menhir. For some reason, coming here feels like returning home. Perhaps that's because you played a part in creating this place? Or maybe you secretly hope to retire here, once your days as Executor come to an end.

The citizens of Cuanacht welcome you warmly. They are always willing to help, as long as you don't abuse their hospitality. If **Special Event P** is revealed, Verse 1.

⇨ **If there's no Time Token on this Location, each Party member gains 1 and loses 1 . Place a Time Token on this Location. Exploration ends.**

0 Activate a Menhir

This menhir is surprisingly easy to empower, as if it was eagerly awaiting your hands.

Requires **all Characters** and the Menhir Rites Secret card (11).
Pay 1 (per Character): put a new Menhir model on this Location. Place **three red markers** on the Menhir's base.

361

Heather Highland

As you step onto this gently rolling highland, a cool breeze brings along a new smell: the strong aroma of fiery heathers. The sky is almost clear of wyrdness. The silence is total. This place brings memories of the Homelands like no other you've seen so far.

⇨ **If you're playing Chapter 8 and you don't have the "Adversaries" part 2 status,** Verse 5.

⇨ **Otherwise:**

Plagued Thrall 21

If the number of Quest Tokens is higher than the number of Party members, immediately lose the Encounter and each Party member loses 6

0-20 » place a Quest Token on this card

Opportunity: place 4 Quest tokens on this card

Loot: 4 Magic, "Witches' Bile" Item

2x

Plagued Thrall 21

If the number of Quest Tokens is higher than the number of Party members, immediately lose the Encounter and each Party member loses 6

0-20 » place a Quest Token on this card

Opportunity: place 4 Quest tokens on this card

Loot: 4 Magic, "Witches' Bile" Item

2x

Cackling Cabal 23

Stench

0-10 » Gain 2
11-16 » Secret Card 154
17-19 » 2
20-22 » 4

Opportunity: gain 2

Reward: lose 2, 4 Rep

1x

Firbolg Slave 15

Demolisher

Ignore any gains from cards other than the first Combat card played in each Activation.

0-9 » 2,
10-12 »
13-14 » Lose ,

Opportunity: 2,

Reward: Move all Party members to any visible Location

Loot: 3 Food, 3 Magic

2x

Prepare the Event Deck: find all Parts of Chapter 2 and stack them from 3 (bottom) to 1 (top).

Now, follow the instructions on the back of this card.

Chapter 2 Setup (Front)

Place this card on top of the Active Quest pile.

Your first contact with a living being in this city caused only confusion and brought few answers. What was it doing here? Are there more creatures like it?

The only way to find the answer is to head deeper into this accursed ruin.

Quest

Leave the port area and find a way to the "Mercantile District" (420).

Hint: The townhouses of the Mercantile District are visible above the checkerboard of the "Walled-off Mansions" (411).

Place Special Event A on top of the Event Deck. Place 6 (-1 per Character) Random Events on top of it.

2 1 The Way In

Prepare the Event Deck: find all Parts of Chapter 3 and stack them from 4 (bottom) to 1 (top).

Now, follow the instructions on the back of this card.

Chapter 3 Setup (Front)

Prepare the Event Deck: find all Parts of Chapter 4 and stack them from 2 (bottom) to 1 (top).

Now, follow the instructions on the back of this card.

Chapter 4 Setup (Front)

It's not easy being stranger in a foreign land. The more you stay here, the less welcome you are, not to mention the fact that your affliction seems to be progressing even without breathing in any more Miasma.

Each Character gains 1 and loses 1 Rep. Gain 1 Miasma.

Place this card back on top of the Event Deck. Place 6 (-1 per Character) Random Events on top of it.

B Special Event

Chapter 3 Setup (Back)

Create Encounter decks for this Chapter:

1 Character:

Use all cards with , . If your Miasma is **High**, remove cards with

2-3 Characters:

Use all cards with ,

4 Characters:

Use all cards with , . If your Miasma is **Low**, add all cards with

Guardian: Place the **"Fomorian Sentinel"** purple Encounter (Difficulty 5) in the **"Shanty Town"** Location **(403).**

You are now ready to start Chapter 3 of the Red Death. Discard this card and reveal the top card of the Event Deck.

Chapter 4 Setup (Back)

Create Encounter decks for this Chapter:

1-2 Characters:

Use all cards with ,

3-4 Characters:

Use all cards with , . If your Miasma is **Low**, add all cards with

Guardian: Place the **"Plaguebeast"** gray Encounter (Difficulty 5) in the highest-numbered revealed Location without any Characters.

You are now ready to start Chapter 4 of the Red Death. Discard this card and reveal the top card of the Event Deck.

Chapter 2 Setup (Back)

Create Encounter decks for this Chapter:

1 Character:

Use all cards with ,

2 Characters:

Use all cards with , . If your Miasma is **Low**, add cards with

3-4 Characters:

Use all cards with ,

Guardian: if your Miasma is **Low**, place the **"Plaguebeast"** gray Encounter in the lowest-numbered revealed Location without any Characters.

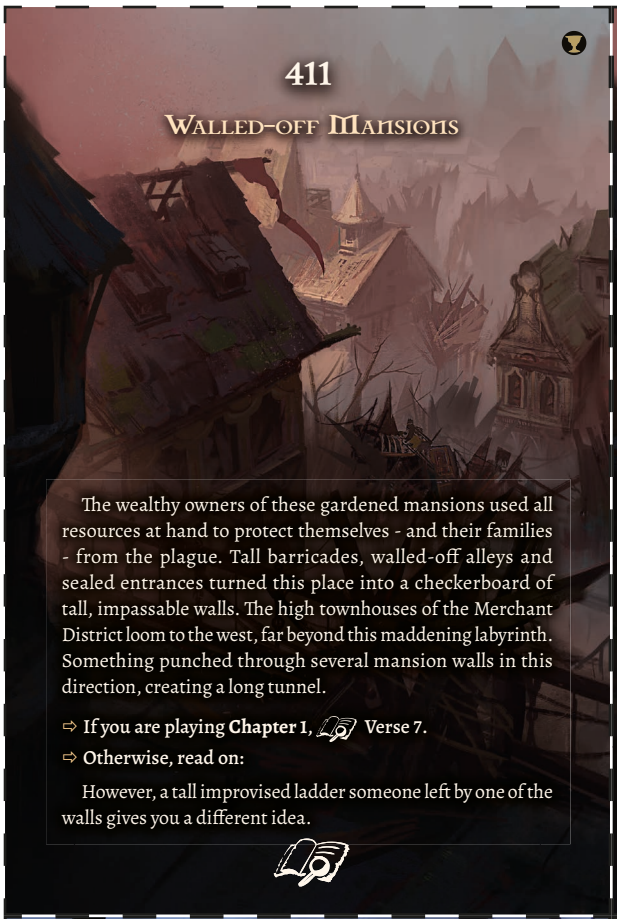
You are now ready to start Chapter 2 of the Red Death. Discard this card and reveal the top card of the Event Deck.

407
411
Walled-off Mansions
410
1 Scout the Wall-tops:
Place 1 red marker on this Location (requires the "Wall Cat" status)
With all streets and homes walled off, the tops of these walls are the only way to move around this area.

407
412
411
Rickety Skywalks
420
410
2 Gather Fruits:
Gain 3 Food, draw a green Encounter (once per day)
After you get to know this labyrinth, using it to quickly move around the district feels easy.

441
442
Unspoiled Heights
2 Harrowing Rituals:
Each Party member loses 1 and gains 1 Magic
Characters in this Location ignore the "Choking Vapours" Random Event.
The miasma from Camlann never reaches above this line, letting unspoiled plants and wildlife flourish.

480
Caved-in Sewers
Lose 1 when you enter this Location, unless you have four parts of the "Canal Rat" status
With age, some corridors collapsed, and others clogged up with filth of this plagued city.



411

Walled-off Mansions

The wealthy owners of these gardened mansions used all resources at hand to protect themselves - and their families - from the plague. Tall barricades, walled-off alleys and sealed entrances turned this place into a checkerboard of tall, impassable walls. The high townhouses of the Merchant District loom to the west, far beyond this maddening labyrinth. Something punched through several mansion walls in this direction, creating a long tunnel.

⇨ **If you are playing Chapter 1, Verse 7.**

⇨ **Otherwise, read on:**

However, a tall improvised ladder someone left by one of the walls gives you a different idea.

411

412

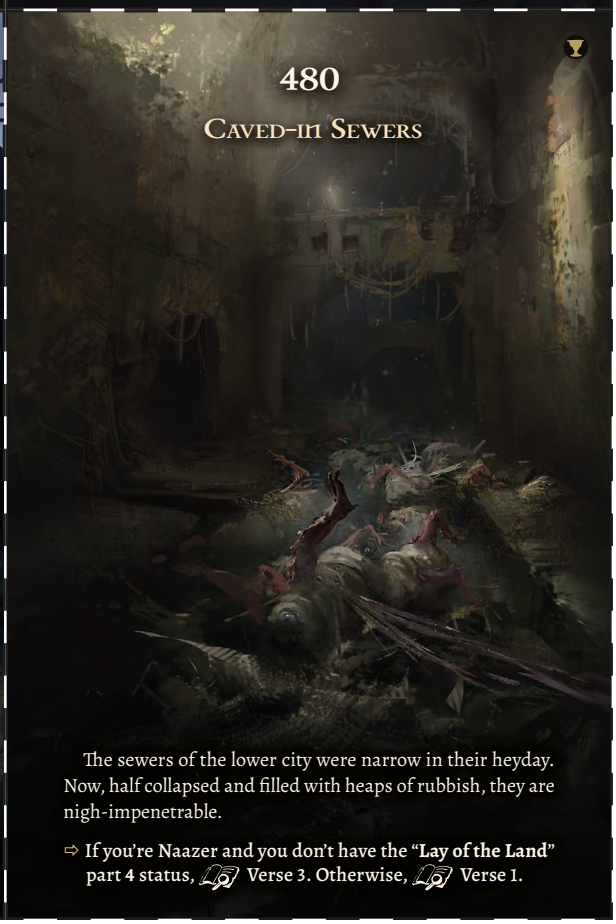
Rickety Skywalks

The checkerboard of garden mansions and villas is now significantly easier to navigate, owing to a network of planks, bridges and boardwalks you built on their walls.

442

Unspoiled Heights

The air is cool and fresh up here. It's a pleasant change from the damp and earthy smell of the lower lands. The city is certainly more human than the settlement below – the buildings are more natural, forming short brochs or stone cabins. There are no dying and bleeding animals or people, and the Picts… You notice that almost no one here has these strange growths at the back of their necks, and the only weapons they carry are small daggers with serrated blades.



480

Caved-in Sewers

The sewers of the lower city were narrow in their heyday. Now, half collapsed and filled with heaps of rubbish, they are nigh-impenetrable.

⇨ **If you're Naazer and you don't have the "Lay of the Land" part 4 status, Verse 3. Otherwise, Verse 1.**

Miamh
Lure
You may pay 1 Wealth to gain
1x
3/15 R

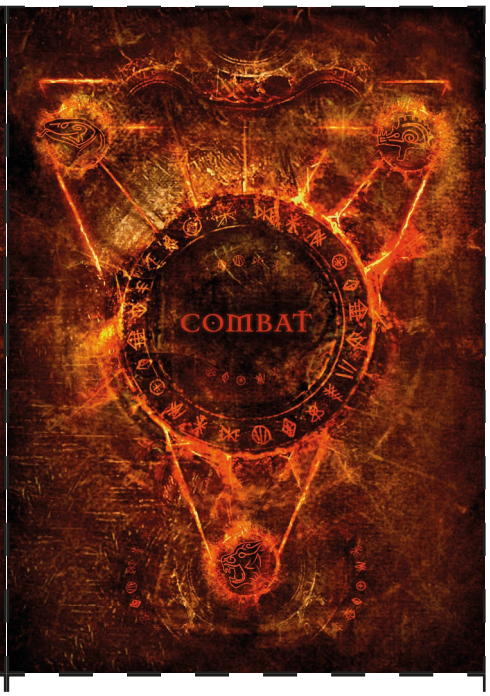
Miamh
Scurry Away
You may pay 2 to ignore the enemy Attack.
1x
5/15 R

Miamh
Legacy of Centuries
Remove any number of Charges from any cards in the Sequence.
Ignore one loss or 1 for each removed Charge.
2x
8/15 R

Miamh
Unending Swarm
Each Party member gains 1
Place 4 on this card.
Whenever you remove , gain
9/15 R

COMBAT

COMBAT

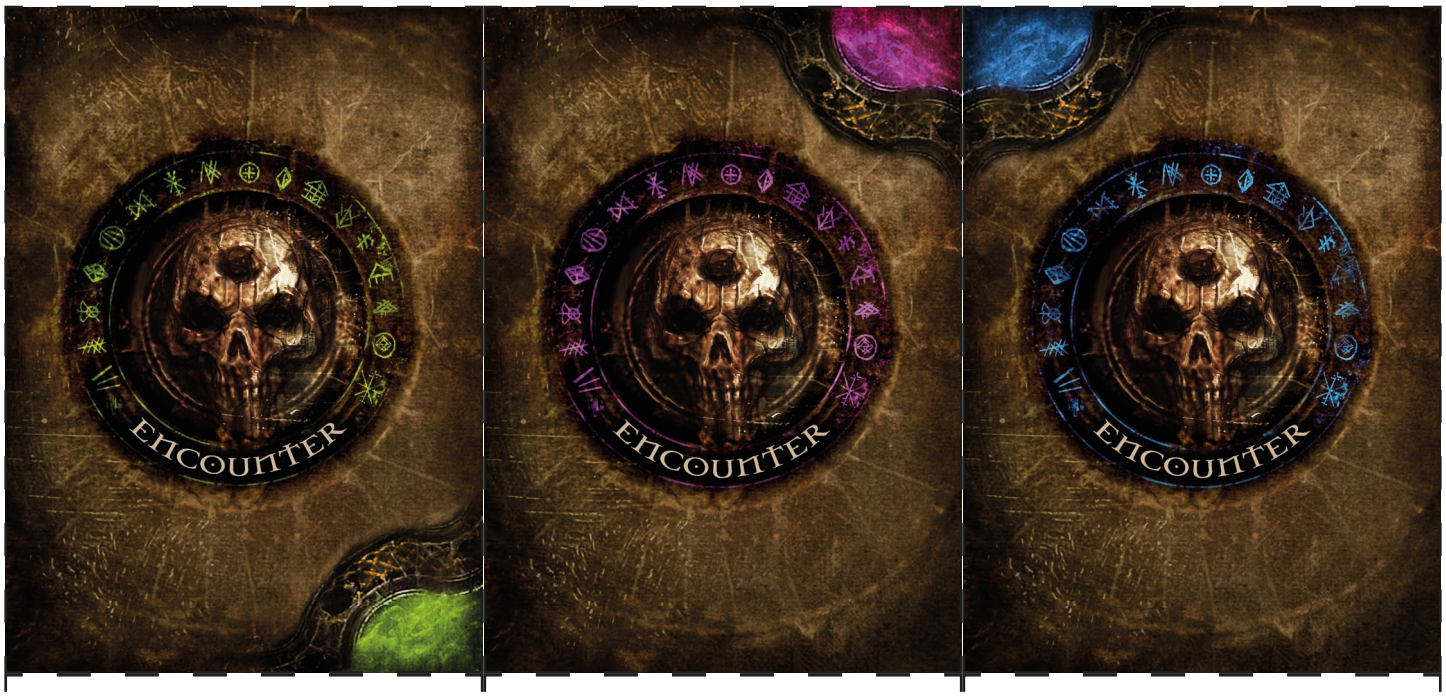

COMBAT

COMBAT

Wyrmlings
13
Guardian, Menacing, Slow
0-2 » 2
4-5 » Lose
3, 6, 9, 12 » Discard this Encounter and resolve the "Majestic Wyrm" green Encounter instead.
7-8 » Lose
10-12 » 4
Opportunity: gain 1
Reward: 1 Rep
Loot: 3 Food
2x

Dearg Due
11
Guardian, Focus (most), Ethereal, Menacing
Place a Dial on this Encounter and set it to 1.
Dearg Due Runs Away when the Dial reaches 4 or all Party members are Exhausted.
0-3 » Lose and 1 +1 to Dial
4-9 » 2, lose 1 +1 to Dial
10 » Lose and 2 +2 to Dial
Opportunity: lose 1, gain Secret card 80
Reward: gain 2
Loot: 2 Magic
1x

Pale Lady
She became a frequent visitor in human lands, but she's always preoccupied with some matter of great importance.
Guardian
Discard this Encounter if there is already a "Pale Lady" Guardian revealed. When you enter this Encounter, you may decide to put it back on the Location card as a Guardian.
If not, each Party member chooses one:
• gain 1 (requires less than 2),
• lose 1 (requires more than 5),
• gain 1 Magic (requires less than 2 Magic),
• gain 1 (requires less than 3)


ENCOUNTER
ENCOUNTER
ENCOUNTER