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# THE LORD OF THE ICE GARDEN

Based on the novel by JAROSŁAW GRZĘDOWICZ



KRZYSZTOF WOLICKI



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## INTRODUCTION

*Hail scientist of Earth -- It seems you have traveled the stars to battle for the fjords of Midgaard with beast and steel, succumbing to a hunger for magic and power.*

Players will use their influence and units (figurines) to battle and dominate the regions of Midgaard. They do this with intent to collect resources, score points and complete their own asymmetric win conditions. However, because of limited magic, full-frontal conflict will not always be your best option. Withdrawals at key moments, resource management, strategic deception and tactical timing are all important elements of the game.

## OVERVIEW OF PLAY

Rounds will be played until one of three conditions has been met or the last helm of the Initiative Track has been resolved. The three conditions that end the game are: an immediate end by the overuse of magic, a priority win by achieving an asymmetric victory condition, or finally, a victory for the first player to reach 50 victory points.

Each round will consist of several phases. Here is the basic overview of each phase:

### Influence Phase

After the first round ends, players must move their Initiative Markers. After moving, players will take a number of Action Markers, depending on their location on the Initiative track. These Action Markers will allow players to initiate actions in the Planning Phase.

A player's Initiative Marker location will also determine the player's turn order for the round. The initiative order mechanic in "Lord of the Ice Garden" is quite unique and will be explained in more detail later.

### Planning Phase

Players will take turns placing their Action Markers (left to right) on numbered spaces in the Action Boxes to the right of the map of Midgaard. Available actions are limited to the printed numbers in each Action Box.

### Action Phase

After placing all of their Action Markers, players will remove them in descending numeric order (i.e. in the reverse order they were placed), each player doing the relevant action as they do so. Once all the Action Markers have been removed and resolved, combat will be decided before Vuko visits and moves against the least reputable player in the game.

### Domination Phase

Following Vuko's visit, each region that currently contains a player's influence (from Influence Markers and units) that is greater than that of an Independent Nation, will be resolved. In Initiative order, players will collect resources, score points if necessary, activate the special abilities of units, and work towards their asymmetric goals.

### End of game

If at any time one of the three win conditions has been met, the game will either end immediately (due to the overuse of magic), or at the end of the current round after all regions have been resolved (by players completing their individual goals or reaching 50 victory points).

After your first battle for the hearts and minds of Midgaard, we hope you will soon be back to try out the Vuko file advanced game additions.

# WELCOME TO MIDGAARD

“Welcome, wanderer! Come, join me at my table and shake off the dust of the road. Settle in, friend; order us a jug of ale and heed the words of this old man. Listen closely, and I’ll tell you a story about a Garden...”

## A New World

“The first anthropoidal civilization in recorded history has been discovered among the explored cosmos. They appear oblivious to the fact that they are not alone in this universe. The opportunities this presents are priceless...”

Our story takes place on a distant planet, occupied by a fledgling civilization. The world of Midgaard is very similar to that of Earth, but locked forever in the jealous arms of a more sinister era. Like the Dark Ages of our own history, it is a place controlled by superstition and magic; only here, those powers are real. Hidden forces are at work, and



soon, Midgaard will become an arena for those who are brave – or foolish – enough to seek the power of the Gods for themselves.

Teetering on the threshold of destruction, the natural order has been unbalanced and a war between Chanters looms on the horizon...

## The Mission

“To the survivors of the Midgaard II station: I am here to assist you. Ask for Ulf - the Night Wanderer.”

Having learnt what they could from orbit, a group of Earth scientists were delivered in secret to the surface of Midgaard in order to continue their observations. A stealthy approach was considered best, for who knew what manner of welcome would greet these newcomers.

Soon after receiving reports of the discovery of an unusual power source, ‘M-factor’ (the power behind all that the men of Midgaard called Magic), disaster overtook the away team. Those who were not killed fled, and all communication was lost...

Coming to the planet under the guise of Ulf - The Night Wanderer, Vuko Drakkainen’s mission is, at first glance, quite simple: to track down those scientists who remain unaccounted for and return them to Earth.

However, this will be harder than it appears. The away team left the Earth as mere scientists, but now obsessed in their pursuit of power and knowledge, ruling this world seems a much more alluring goal.



## The Scientists

“Incline thine ear and hear the words of the wise. Listen carefully, wanderer. Get to know those who became the most dangerous Chanters...”



### Ulrike Freihoff – Nahel Ifrija, the Desert Fire

“They say she came from the desert... straight from the waterless hell of Nahel Zym, where there is nothing but stone, sand and clusters of iron grass.”

Like a wildfire, her influence spreads across the land, creating the largest empire Midgaard has ever seen. Her beauty and charisma have made her the spiritual leader of the Underground Mother cult, and the only purpose in life she now sees is in the worshipping of the old beliefs, specifically the fanatical belief that everything belongs to the Mother.

Using her influence, she desires to create her own utopia where her fanatical followers are ready to sacrifice everything in the name of their religion. Freihoff intends to continue researching everything that was forbidden to her by the code of Earth – the collection of the laws established by the Underground Mother cult. She desires to give the world back to the Mother so that everything might become one again; believing happiness will re-enter the

world, bringing with it renewed order. At least that’s what they say...

She has given orders to build red towers where the Underground Mother cult may flourish. It’s also well known that she rules over the silver-masked priests, who are ready to enslave people and perform dark rituals in her name...

### Pier van Dyken, also known as Aaken



"I create because I must, and this world that gives me that power, it needs my guiding hand."

Lord of the People of the Snake, a twisted artist and innovator, Aaken is possessed by constantly changing visions. In magic, he sees the perfect tool to change the world according to his own cruel whims and fulfill his greatest desire, to create his own contorted works of "art". Believing himself a God, he sends his faithful snakes in search of new magical reserves, from whence he derives the power needed to breathe life into his visions.

He lives to the South of the Coast of Sails, far away from the Land of the People of Fire. Enclosed within The Thorn, a contorted, spiraling, ever-changing fortress, he experiments constantly with the "M-factor". He twists the land similar to the paintings of Bosch, seeing in them the most perfect allegory of power.

As though that were not enough of an abomination, rumors of his dark experiments are spreading across the land. People say he is trying to forge an army, consisting not only of his faithful, well-equipped soldiers, but also of armored crabs and wyverns.

### Passionaria Callo, Our Lady of Sorrow

"It is here she fell asleep in her fears, screaming in her dreams about harm to her valley. And from her screams grew a tree that surrounded her, protecting her, forming an impenetrable tower."

After going insane witnessing unspeakable horrors during the savage clash of Van Dyken and Freihoff, Callo surrounded herself with a tree which she fashioned into a tower. There she fell asleep, and in her dream created a valley separated from the rest of the world, a sanctuary for all those who live within its borders... whether one wants to or not.

Peace in the land depends on the tranquil sleep of its Lady. Whenever she has a nightmare, misfortune touches the valley. When this happens, those trapped in her dream sing her a lullaby to calm her and return tranquility to their home.

The subjects of Callo are people transformed in her dreams into various, fairy-like creatures. She desires to consume all the regions of Midgard in her dream, creating a new haven that is free from evil and misfortune. However, be careful, wanderer... They say all who enter the valley with malicious intent will be destroyed by its nightmares.



### Olaf Fjollsfinn, Lord of the Ice Garden

"I was adrift on the ice; blind and dreaming of a castle that would protect me. For months, I have been trapped in an icy darkness, dreaming of floors, towers and parapets. I knew every corner of the bailey and each chamber inside and out. The Frozen Wastes gave birth to the Ice Garden upon my head."

Changed by the Chant, he went mad and was left by the others to die, abandoned to the icy seas. Yet, he survived, awakening the Ice Garden within himself – a citadel located in the heart of a volcanic island that exists upon his head. He designed his castle as a refuge for those seeking to escape the horrors of war ravaging the land; thus, he constantly sends ships of ice in search of new inhabitants for his solitary keep. Rumor has it that the Chanter kidnaps sailors from Wolfships, and the soldiers he forges from molten rock plunder coastal villages...



# Units

"Listen to the words of an old man, wanderer. Listen because he speaks wisdom. Hear the stories of those who pledged their allegiance to the Chanters..."

## Ulrike Freihoff



### Moonlit Brother

"You shall be as moonlit brothers. Those who are weak shall be nourishment for the others."

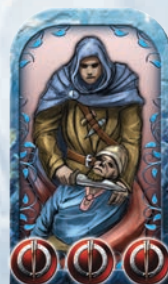
According to the beliefs of the Underground Mother cult, the Mother gave birth to two brothers who number amongst her servants. They were born as men - whose only purpose is to serve the Underground Mother. Faithful and resolute, this growing army of brothers complete all orders without question or complaint. Their symbol - the two moons - which every soldier of the Underground Mother cult bears on his shield and armour...



### Enlightened Ones

"But priests are outside the castes; as Enlightened Ones they are above everything."

Followers of the Underground Mother holding the highest positions within the cult's hierarchy, these Enlightened Ones are considered neither women nor men - they are instead perfect creatures of unity. These priests, always wearing silver masks and hiding their bodies behind crimson robes, not only perform bloody rituals, but also enforce the Underground Mother's rule. They also make sure that the Code of the Earth is strictly respected...



### Harrasim

"It was a war that took place in the dark and silence, fought by people who were seen by none."

The Order of Silent Ones' devotion to the Underground Mother cult is absolute.

They are an elite division of impeccably-trained spies and assassins. Fanatic worshippers considered invincible by most, they also possess the power of Makers. Each of these Makers has gone through murderous training since their youth, full of pain and humiliation in order to become an unwavering and resolute servant; a chamber spy...

## Pier van Dyken



### Crab

"The creature was hellishly fast. A clicking, chittering horror."

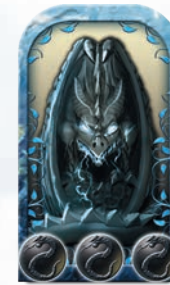
Inside its thick, scaly armor and behind two nightmarish, sharp scythes instead of claws, there is tissue similar to that of a shellfish. Aaken has given orders for his followers to kidnap small children, who are then being changed into Crabs through the use of magical reserves. Short, agile and intelligent, confident of their power, they spread terror amongst their enemies, killing anyone who recklessly strays too close...



### Piper

"Standing in front of the gate, the creature picked up its strange flute and played. The sound was that of a screaming woman. Terrifying, tormented and fearful, never seeming to pause for breath."

Looking like a monk with a rat's skull for a head, this hellish piper is another creation of Van Dyken. When threatened, it is able to change its body into hundreds of pudgy moths and scatter itself to the wind. It emerges near settlements, using the sounds of its organ pipe to hypnotize children into following him directly to the King of Snakes...

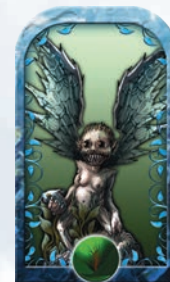


## Wyvern

"As it rolled into a turn and dove, it fell wing over tail, and gracefully completed three loops before changing into a sinister smoke, moving with the grace of a harp being strummed by the hand of a dancer."

Wyverns are the crowning achievement of his studies of dragons. Van Dyken could not overcome the laws of physics, thus he changed his tactics and created a semi-tangible wyvern, lighter than air. In one moment, it looks like a steam cloud, the next a giant, fanged beast that tears its hapless enemies to pieces. Yet, its brute strength is not everything. The immaterial beast can cause powerful discharges of lightning to spew from its huge muzzle...

## Passionaria Callo



### Wild children

"All of those maimed things were yelling out in ghastly voices as they surrounded us. We could only swing our swords and dodge their claws, jaws and javelins in the heart of the frenzy."

They were once innocent victims of the war of the gods, brought back to life when the dream of the Lady of Sorrow engulfed them, making them its guardians. When the Lady is sleeping, her children appear to be part of the valley surrounding her. However, once someone dares to disturb the peace of the valley, these wildlings go berserk and are ready to kill any intruder...



### Faun

“And then the fantastical creature put a short, thick pipe against its mouth and started to play by tapping his fingers. The melody was curious, unlike anything I had heard before.”

He stands as an impressive figure with the massive arms and torso of a man, the furry thighs and thick hooves of a horse, and a ram’s horns crowning his brow. Guardian and guide of the valley, he forever carries a pipe on which he plays his sad melodies. Its solemn tunes are the only thing that can calm the anger of the wild children and lull the Lady of Sorrow back to a peaceful slumber...



### Nightmare

“Sometimes the Lady’s slumber was beset by bad dreams. ‘Twas then that we would run inside and bolt our doors, burning incense and candles, singing soothing songs to calm her tormented soul.”

When troubled by evil, the Lady of Sorrows’ dreams turn to nightmares, taking form and unleashing her fear upon the peoples of the valley. Impervious to spear or sword and made of a howling savagery

### Viper Gorge

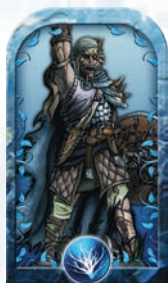
“Go to the harbor called Viper Gorge, where three fjords meet. Autumn is coming, and the ships are heading back from their southern trade routes, dallying at the Great Autumn Fair before returning to their winter beds.”



A small town beside three fjords, it is well-known for its large harbour located on both sides of the river. It is an important trading centre for the people of the Coast

born of pure terror, the only way her worshippers can dispel this blight is through song and prayer. The Nightmare drives her Wild Children berserk with hate and horror such that nothing can stop them. Woe unto those who are touched by the sorrow of the Lady...

### Olaf Fjollsfinn



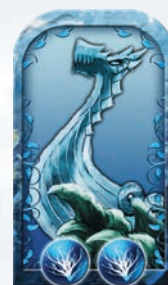
### Volcano People

“It happened that strange, half-human warriors came out of the sea at night to plunder coastal settlements. They were monsters similar to the ghosts from the fog, The Awakened but these were corporeal creations.”

Created by a song, these molten warriors are sent to plunder coastal villages and kidnap their residents. Hulking and mysterious, born from fire, ice and rock, they are ready to serve their Lord...

### Ice Drakkar

“The Ice Drakkar glided across the river; the only sound the splintering of a thin layer of ice as it plowed through, startling the flocks of water birds that were perched on the pier.”



One of the most perfect creations of Fjollsfinn, the Master of Ice. These massive, semi-transparent vessels are more technologically advanced than any ship of the people of the Coast of Sails. Fast and elegant, unhindered by wind and sea currents, these

sculpted icebergs can be used during combat missions and as a means of transport for large groups of asylum seekers...



### Tree Brothers

“But Tree Brothers are the most frightening warriors that the world could imagine. They will fight to protect the Garden and are not afraid to die for it.”

The Tree Brothers are an elite troop within the Ice Garden and are Fjollsfinn’s personal bodyguards. Since Drakkainen took command over them, they no longer participate in open battles. They are now responsible for the quiet removal of enemy leaders and commanders. They have become assassins, shadows of darkness, perfectly trained and extremely dangerous. Tree Brothers are ready to sacrifice their lives to protect the Ice Garden and its Lord...

## Places, People and Lore

“Stay a while yet, wanderer. The hour is not so late; let an old man finish his tale...”

of Sails. Each year, a tremendous, lavish fair is held where commodities from all over the world can be exchanged. In turn, a rally is also held during which all arguments and feuds can be resolved...

### Raven Shadow

“I sell magic items. Do you want a dagger that puts a curse on its owner? A stone that returns when thrown? I have gems, my dear, amulets of ebon dream, and plumage of the thunderbird. I have everything...”



Raven Shadow is a mysterious old man, roaming all over the world to sell his magical commodities. He is as wise as he is sour, often meeting the Night Walker during his travels. He is extremely knowledgeable about everything that is happening in Midgaard, and will always dispense this knowledge for a price...

### Dead Snow

“This is a different snow. It covers the world like winter, but bears an unworldly aura. It means the end and the beginning. The entire world will fall asleep under its touch, animals and people alike. The Dead Snow will erase their memory from the face of the world...”

Dead Snow resembles ash more than snow as it holds no chill. It is closely followed by darkness and fog that causes everyone in its embrace to fall into deep sleep. When they awake, they remember nothing from their past life. Dead Snow means the end and beginning of a new world. It is being sent by the true Gods of Midgaard as the world approaches the eve of its destruction...



### Making

"Then those who possess the power of magical reserves can breathe life into their thoughts."

The arcane art of Making means creating things through the use of words, gestures, and even thoughts. People who manage to master this difficult art are called Chanters, and the act of Making is called the Chant of the Gods. In order to create something, one must imagine it precisely, down to its most minute detail, lest the making fail. Those who possess magical reserves have the power become a Chantor. Yet, it is a risky undertaking, since most people are unable to control these powers and will be warped and twisted or torn apart. Each attempt of Making consumes the magical reserves of the Chantor...



### Voracious Mountain

"I will be swallowed, and then will I stand and face the King of Snakes..."

Voracious Mountain is no ordinary mountain. Atop its walls, near its peak are monstrous jaws, ready to eat anyone reckless enough to come too close. However, feeding the mountain reveals a deep tunnel that leads to the lair of a mysterious creature. The winged beast that resides there can quickly whisk the traveller to various lands, thousands of kilometres away. The mountain is well guarded by Those Who Whisper To Shadows. The aim of these hideous creatures is to protect the mountain itself as well as satisfy its hunger...

"What say you, wanderer? Do you feel cheated? Are you asking about the story itself? Believe me, you will write it yourself, as you wish..."

## COMPONENTS



Callo Character Board



Dyken Character Board



Freihoff Character Board



Olaf Character Board



6 two player Region-scoring Tiles



7 three player Region-scoring Tiles



8 four player Region-scoring Tiles



3 Wild Children



2 Faun



1 Nightmare



3 Crabs



2 Rattling Musicians



1 Wyvern



3 Moonlit Brothers



2 Enlightened Ones



1 Harrasim



3 Volcano People

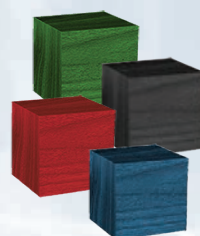


2 Iced Drakkar

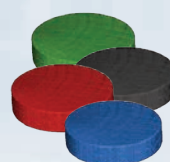


1 Tree Brothers

Also contains:  
This rule book  
1 game board  
4 player aids.



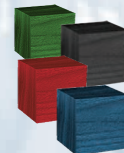
5 Action Markers in each color



3 Round Markers in each color



5 Action Order Tokens



20 Influence Markers in each color



20 Unit Upgrade Tokens



1 Thorn



1 Vuko Drakkainen



8 Vuko Tiles



24 Population Tokens



22 Gold Tokens



16 M-Factor Tokens



4 Nightmare Tokens



2 Locked Region Tokens



6 Red Tower Tokens



10 Vuko Tokens



4 Magical Reserve Tokens



3 Empty Reserve Tokens



8 Independent Nation Markers



1 Dead Snow Marker

# Setup

1

Unfold the game board and choose a side to play on (both sides are identical except for the color design). Place all tokens into separate piles within reach, forming the stock besides the play area.

2

Each player chooses, either collaboratively or randomly, one Character Board.

Then each player takes all of the Action Markers, Round Markers, Influence Markers and units in their color. The red player will also take the Red Tower tokens, while the green player takes the Nightmare and region lock tokens.

### Starting Resources:

Each player takes 4 population and 2 gold tokens from the stock as well as placing 1 M-factor token on the level 0 field of their Character Board.



3

Players place their Reputation and Initiative Markers (Round Markers) in 2 identical stacks on the ying-yang (Reputation track) and the leftmost helm of the Initiative track. A 3rd stack should be made on top of the Victory points track. The order of the player markers (top to bottom) will be important for the Reputation and Initiative tracks, not for the Victory point track. The player on top of the Initiative Marker stack will be the first player for the first round.

The person who most recently finished a good fantasy novel series should be first player. If no such person can be determined, the first player should be chosen randomly.

4

Players will now take the region-scoring files that match their player count (2 helms in a 2 player game, 3 helms in a 3 player game, and 4 helms in a 4 player game), and shuffle them face-down. Next, in the initiative order already determined by the stack of markers on the Initiative track, players will take turns placing one file face-down in a new region until all files have been placed.



In a 2 and 3 player game, some of the regions on the map will remain empty. These empty regions are unavailable and may never be moved to or through during the game.



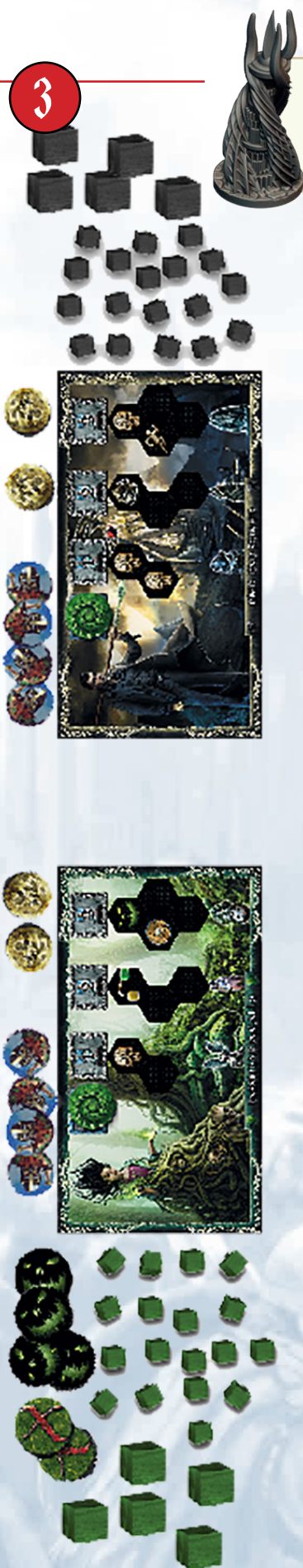


10



9

3



5

If Van Dyken has been chosen as a character, The Thorn figurine will now be placed in a region determined by the Van Dyken player.

6

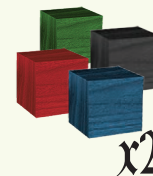
A player will now shuffle the 4 magical reserves with several empty ones (one for each other region in play) and then place a token face-down in each region. The region with the Thorn will never start with a magical reserve, so one less empty magical reserve is required if it is in play.



Next, reveal the magical reserves and remove the empty ones. After that, reveal and examine the region-scoring files.

7

Now, players will take turns in initiative order, placing two Influence Markers in 2 different regions. A player may not start the game with his two starting influence in the same region, but he is allowed to share a region with other players.



8

One Independent Nation Marker will now be placed in each region and the Dead Snow marker will be placed on the Dead Snow track at 0.



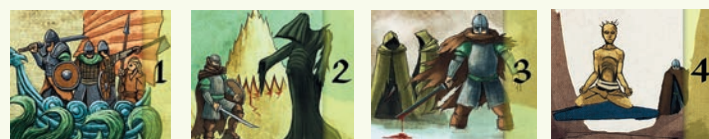
9

The Action Order tokens should now be placed in order from 1 to 5, starting from the Action box directly below the one already printed with 0.



10

If you are ready for an advanced game, either choose the order of or randomly place Vuko files in the empty Game stage boxes of the Initiative Box. The side of the tile is relevant. If it has an arrow in the top right corner, the effect will be permanent for the remainder of the game, not just in the current game stage.



# A GAME ROUND INITIATIVE - PLANNING - ACTION - DOMINATION

## Initiative Phase

During the Initiative phase, players will advance their Initiative Markers one or two spaces. After moving, the new location of their Marker will determine how many actions will be available to the player that turn as well as their turn order. Deciding which is more important to you each round, available actions or turn order, is one of the key mechanics to the game.

### Game stage

The game is divided into four game stages. Each stage has its own Empty box, two or three Helms for the Initiative Markers, two or three Ships for the turn order, and three to five green cubes indicating the number of Action Markers available.

\* In advanced mode, Vuko tiles will be collectively decided upon or placed randomly in the Empty boxes.

These files will show a unique event that will only be active while the rightmost Initiative Marker on the Initiative track is directly below it.

### Initiative Markers track (Helms)

During setup, Initiative Markers are placed on the leftmost Initiative field. They should be stacked in descending starting player order. **In the first round, Initiative Markers are NOT moved.** Each player will start his first round with three Action Markers and the leftmost Vuko tile active.

### Initiative track (numbered ships)

It is important to note that the player turn order in "Lord of the Ice Garden" is unique. Player order is not simply resolved from right to left. The player order is determined by the

numbers 1, 2 and 3 on the numbered ships. Players with their Initiative Markers on a ship labelled 2, will always take their turns before players with Initiative Markers on a ship labelled 3. This sounds straightforward, but when crossing between game stages you will often have players take turns in unusual combinations.

*For example, when changing a game stage, you might see Initiative Markers above ships in the following order from left to right: 3, 1, 2. In the below example, the middle player will take his turn first, followed by the rightmost player, and finally the leftmost player. Therefore, the ships will be resolved in the following Initiative order: 1, 2, 3 (Green, Red, Blue).*



Red ships indicate on which rounds region scoring will occur.

### Available Action Markers (varying numbers of cubes):

After initiative order is determined, each player will take a number Action Markers equal to what is indicated by their position on the Initiative track. If a player is above an icon of 4 Action Markers, he will have 4 actions available to him during the Planning phase of that round.

**[Strategy tip]** You want to be first player when you want to be the last to place or move influence on the game board. You will want to be last player when you want to use a unit's Speed ability last to do a surprise move that cannot be counted.

### Advanced Mode only

Starting from the second round, players may decide in what order actions boxes will be resolved during the Action phase. Starting with the newly determined first player, players will take turns replacing the Action Order Tokens until all 5 have been placed. Actions 0, 6, and 7 are already printed on the game board and will always be resolved in that order.

### Moving Initiative Markers:

After the first round, players will decide how far to advance their Initiative Marker. Players must always advance at least one helm. **However, ONCE per game stage, a player may decide to move his Initiative Marker two spaces instead of the usual one.** The first player of the previous round will always move his Initiative Marker first. If there is a stack of Initiative Markers, then players will take turns in descending order, the topmost Initiative Marker taking his turn first. If there are two Initiative Markers above two ships of the same number, the rightmost ship will be resolved first.



*For example, in initiative order, the green player moves once, the red player twice, the blue player once and the black player twice. Now, red is first, blue second, black third and green fourth.*



## Planning Phase

During the Planning phase, players will place their Action Markers into available action fields. This is done in initiative order until each player has placed all of his Action Markers.

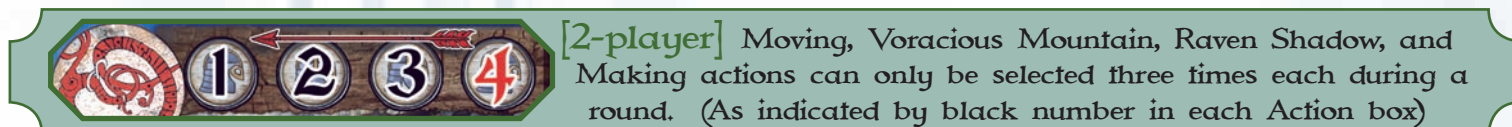
When placing an Action Marker, it must always be placed in the leftmost-available numbered field. This will be the field with the lowest number. If there are no unused numbered fields remaining, then no more Action Markers can be placed in that Action Box.

Players may only place Action Markers in action boxes 0 to 5. Action Boxes 6 and 7 are always resolved after all Action Markers have been removed from the game board.

### Viper Gorge

**Whenever a player places an Action Marker in Viper Gorge, he must also place an influence Marker there.**

This influence Marker will be unavailable for the rest of the game and is considered removed from the player's available supply. At the end of the game, the player with the most Influence Markers in Viper Gorge will receive an additional 5 victory points.



## Action Phase

Action Boxes are resolved according to the Action Order Tokens, from 0 to 7. Except for Action Box 0 (which is resolved in initiative order), players resolve their actions by removing one Action Marker at a time. Action Markers should be removed starting with the highest number, moving from right to left. After all Action Markers in an Action Box have been resolved, the resolution process moves on to the next Action Box.



*This icon indicates an action being taken*

**You are NEVER required to use an action Marker.** You may place action Markers to block or bluff opponents and then remove your Marker without taking the action.



### Viper Gorge

Viper Gorge is always resolved in initiative order.



**You may take one or both of the follow actions:**

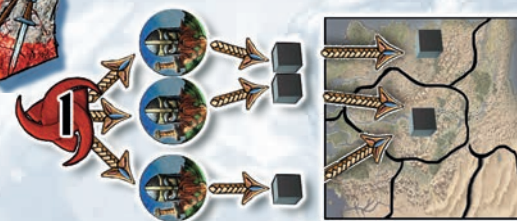
1. Receive ONE M-factor, Population or Gold Token. This action may be taken ONCE per Action Marker.
2. Exchange any combination of TWO tokens for one of any other token. This action may be taken multiple times per action Marker.

*For example, one population and one Gold may be exchanged for one M-factor which is then placed on Level 0 of your character board.*

- \* If M-factor is used during an exchange, it must come from Level 0 on your character board.
- \* Don't forget that Influence Markers will remain in Viper Gorge after the action is complete.
- \* If the game ends from the Victory point condition, the player with the most Influence Markers in Viper Gorge will receive an additional 5 points. A tie is broken by the player with the better reputation (on the bottom of a Reputation Marker stack).



### Influence



Spend one or two Population Tokens to place the same number of Influence Markers in any region or regions in which you ALREADY have influence from either Influence Markers or units.

**If you're tied for dominance with an Independent Nation Marker, you automatically lose and receive NO resources or victory points during the Domination phase.**

**[Strategy tip]** A great opening move is to use Viper Gorge once to collect one M-factor, then exchange up to 6 of your starting resources for up to 3 more M-factor. This can allow you to get your Level 2 units on the board in the first round so you can get a head start working on your individual goal. Don't forget Vuko will soon be paying you a visit, though.

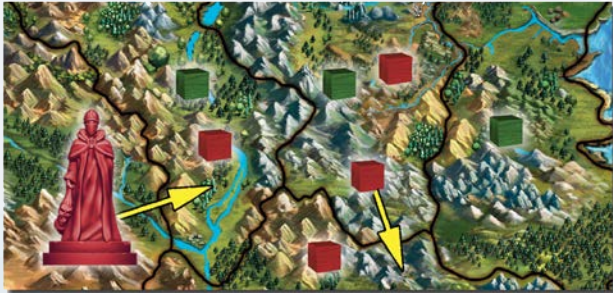


## Move

Spend one or two Gold Tokens to assign that many moves to your influence Markers and/or units.



- \* You may only move your Influence Markers and/or units between adjacent regions.
- \* Influence Markers under Vuko's temporary control may still be moved.
- \* The Influence Markers and/or units moved are NOT required to be from the same region.



**[Strategy tip]** The same Influence Marker or unit may be moved twice in one Move action for two Gold.

## [2-player and 3-player]

Influence Markers and units may NEVER be moved to or through a region without a region-scoring file. You will have to move your units around an empty region.

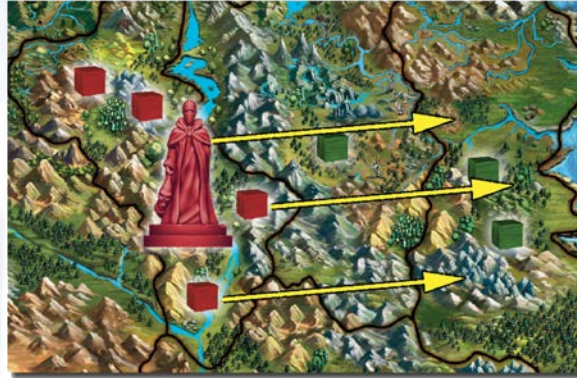


## Voracious Mountain

Spend 2 Population Tokens to move any number of the Influence Markers and/or units from ONE region to any other ONE region.



- \* The number of Influence Markers and/or units moved by this action is decided by the player. All Markers and units may be moved, or a single Influence, if desired.
- \* Influence Markers under Vuko's control may still be moved during any action.



This icon represents the Reputation track.



This icon represents the Dead Snow track.



## Raven Shadow

You may take ONE of the follow actions:

1. Spend one M-factor from level-0 on your character board to discard one Vuko Token.
2. You may move your Reputation Marker up two spaces.



**[Strategy tip]** You can still spend reputation even if your Reputation Marker is on -9 reputation, your reputation won't lower any further. You are only required to place your reputation Marker on top of any existing stack in that space.

- \* When moving up the Reputation track, your Reputation Marker is always placed on the BOTTOM of a Reputation Marker stack.
- \* Once your Reputation Marker has left the yin-yang "safe zone", it can never return. The highest your Reputation can be raised using the Raven Shadow action is 0 reputation on the Reputation track.

**Players with Reputation Markers on the BOTTOM of a Reputation Marker stack have the better reputation and are NOT visited by Vuko.**

The red player moves up two spaces in the example below.



## Making

When moving your Reputation Marker down the Reputation track while doing any Making action, your Reputation Marker is always placed on TOP of a stack.

- \* A player with a Reputation Marker on TOP of a reputation stack always has a worse reputation than the other players in the stack and WILL be visited by Vuko if the stack is the lowest on the Reputation track.

The black player moves down one space in the example below.



**ALL three actions MAY be taken once, in any order.**

**1. Move your M-factor Tokens:**

First, move the Dead Snow Marker up by one and your Reputation Marker down by one.



Next, you may distribute up to 5 movement among any number of the M-factor Tokens on your character board. You may distribute the 5 moves in any fashion to move any number of M-factor Tokens in either direction.

*The player uses 3 of his 5 available movement in the example below. The remaining two movement are wasted.*



**[Strategy tip]** Ulrike Freihoff's Level 2 unit, the Enlightened Ones, are able to pillage M-factor of any level on an opponent's character board. Keep this in mind if you are positioning M-factor for use in a future round.

**2. Upgrade a unit with a new ability:**

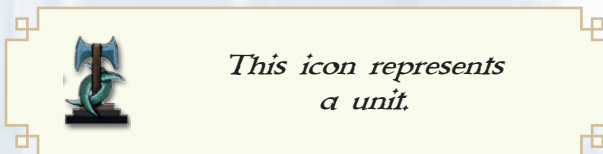
First, move the Dead Snow Marker up by one and your reputation Marker down by one.



Next, you may purchase ONE upgrade for a unit on your character board for the listed price.



- \* If M-factor is spent to make a purchase, it **MUST** come from Level 0 on your character board.
- \* You may replace previously bought upgrades. You may **NOT** cover abilities printed on the character board. (Maker-Spy is the only exception to this rule).
- \* If you upgrade a unit with an influence ability, it does **NOT** grant an opposing player an additional point if it is defeated.
- \* When upgrading a unit, the same ability may **NOT** exist twice on a Level 1 or Level 2 unit. (Van Dyken's Crabs are the only exception to this rule).
- \* Level 3 units **MAY** be upgraded with the same ability multiple times.



**3. Summon a unit:**  
The required reputation cost when summoning is different from the previous two actions.

First, move the Dead Snow Marker up by one.



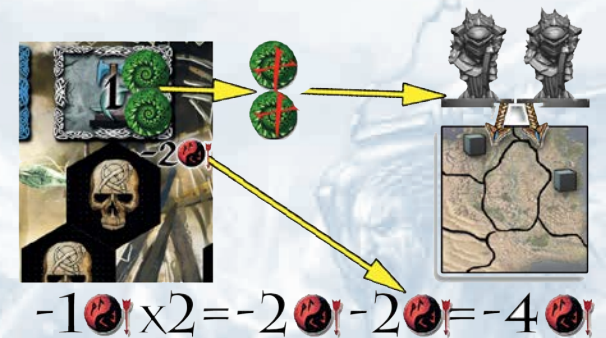
Next, reduce your reputation Marker down on the reputation track equal to the level of the type of unit you are summoning multiplied by the number of units being summoned.

*For example, if you summon two level 2 units, it will cost you a total of four reputation. 2 (the level of the unit) x 2 (the number of units summoned) = 4.*

Finally, place the unit/s being summoned in any region or regions you currently have influence in due to either Influence Markers or other units.

- \* You may only summon **ONE TYPE** of unit per Making action. You require two Making actions to summon two different unit types in a single round. You may summon any number of units of the **SAME TYPE** each Making action.
- \* Units are limited by their available supply. If all units of a type are already on the game board, no additional units of that type can be summoned.
- \* You are **NOT** required to spend all of the M-factor present on a single level when summoning.
- \* Summoning Van Dyken's Crabs costs an additional -2 reputation **PER MAKING ACTION**, not per Crab.

*In the below example, the Van Dyken player spends two M-factor from level 1 of his Character Board to summon two crabs to two different regions where he already has influence. The reputation cost from summoning the two crabs is the level of the crab unit (1), times by the number of units being summoned (2), plus the special crab modifier of 2, equaling a cost of 4 reputation.*



**[Strategy tip]** It can be very important to be the first to place your Action Marker on the Making action. It allows you to flexibility to know how much reputation can be spent without Vuko visiting you. Or it allows you to bluff and not take an action at all, guaranteeing that Vuko will visit another player.

# Activation

After all Action Markers have been resolved, players now activate the available abilities of their units. Each ability is resolved one at a time in the strict order shown on the game board and the image to the right. The Speed and Attack abilities **MUST** be resolved in initiative order.

The resolution order is as follows:

1. The Maker-Spy
2. The Ice Drakkar
3. Speed
4. Attack

**It is important to note that if a unit is defeated, it is NOT immediately removed from the game board.**

It should be first laid on its side to indicate it has been defeated. Then, at the end of the round, after all players have resolved their attacks, all defeated units are removed from the game board. Any Influence Markers defeated during combat should be removed immediately.

- \* Units that have already been defeated during the current round **MAY** still perform attacks before being removed from the game board at the end of the Activation phase.
- \* A defeated player is still required to pay two Gold in order to retaliate.
- \* When attacking, all of the attack values of all the attacking units in a region are pooled together and can be distributed as the attacker desires.
- \* Paying 2 Gold covers all attacks by all units in **ALL** regions for that round.
- \* You **MAY** kill Independent Nation Markers.
- \* All defeated units are always returned to the player after the Activation action has been completed and may be summoned again in future rounds.
- \* You may **NOT** pay twice to attack twice during a round.
- \* Players are **NOT** required to use a unit's speed ability.



- \* Even if a unit is defeated, it does **NOT** lose any previously purchased upgrades.
- \* Even if you reach 50 points during the Activation phase, the game will **NOT** end until the end of the round.
- \* **DON'T FORGET** to score points when defeating Influence Markers and/or units.



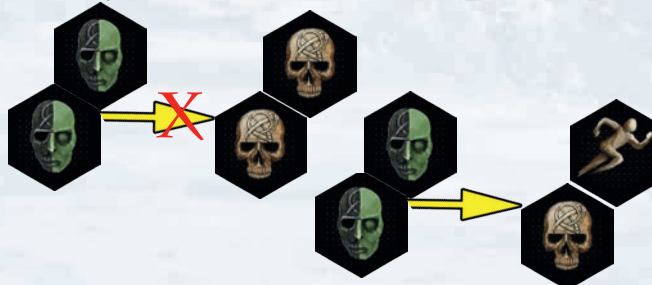
*This icon represents victory points.*



## Maker-Spy

If Ulrike Freihoff's level 3 unit, the Harrasim, is on the game board, the Ulrike Freihoff player may assign or reassign two **DIFFERENT** abilities to the Maker-Spy spaces on the character board. Abilities may be reassigned at the start of every Activation action each round.

- \* Be sure that the two assigned abilities are different.
- For example, you are NOT allowed to have two +attack abilities on the Maker-Spy spaces. However, you MAY complement the Maker-Spy abilities with additional attack upgrades for the remaining two blank spaces the Harrasim has, as Level 3 units may have the same upgrade multiple times.*



**[Strategy tip]** Remember, it costs 2 Gold Tokens to attack, but an increase in influence is free. A Speed and Influence ability combo will let you move into an adjacent region with 4 influence, saving you some gold.



## Ice Floe Crossing

This ability is only activated when the Olaf Fjollssinn player has two Ice Drakkar on the board in two different regions. When both are present, they will allow the Olaf Fjollssinn player to move any number of his influence Markers and/or units between the two regions.



- \* The Ice Drakkar themselves may **NOT** be moved using this ability.
- \* Having two Ice Drakkar on the board is required for use of the Ice Floe Crossing ability, but **NOT** for the recruitment ability during Domination.

**[Strategy tip]** If Vuko is currently in a region containing an Ice Drakkar and you are the least reputable player, you may move all of your level 1 and 3 units to that region protecting them from Vuko, as he must move to a **DIFFERENT** region later in the round.



## Speed

A player may move a unit with this ability one space to any adjacent region with a region-scoring file.



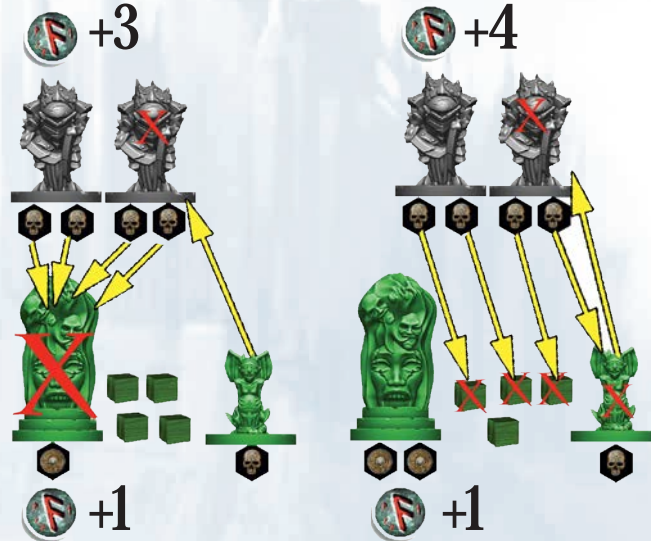
**[Strategy tip]** Speed gives you a lot of flexibility with surprise attacks and retreats. Because the movement action for the Speed ability is after the normal Move action, opponents can never be sure which adjacent region you may move to next.



## Attack

First, the player declaring an attack must pay 2 gold Tokens. Each player only needs to pay ONCE per round. After paying, ALL of the player's units in all

regions with the attack ability may perform their attacks. The attacking player pools the attack values of their attacking units in ONE region, and distributes each point of damage as they desire.



*In the below example, the Van Dyken player has two options for distributing damage.*

**[Strategy tip]** Defeating a region's Independent Nation marker will allow you to dominate the region with only one Influence Marker or unit.



## Shield

This ability improves the defense of a unit. Any unit with a +shield ability will require one more damage per shield to be defeated. For example, a Level 1 unit with one +shield ability will require two damage to defeat it.

**[Strategy tip]** One +shield ability on a Level 2 unit will help you withstand one Van Dyken Crab attack.

**After all damage has been assigned, players will receive victory points as follows:**

- ★ 1 victory point for every Level 1 unit, Influence Marker, or Independent Nation Marker defeated.
- ★ 2 victory points for every Level 2 unit defeated.
- ★ 3 victory points for every Level 3 unit defeated.

**Influence and Shield abilities do NOT add to victory points scored.**

# Vuko Drakkainen

Each round, Vuko moves to a different region. He will always move to the region where the player with the worst score on the Reputation track has the most influence from both influence Markers and/ or units. If Vuko is currently in the region where the least reputable player has the most influence, he MUST move to the next available region.

*For example, if Vuko is currently in a region where the least reputable player has 6 influence, Vuko will now move to the least reputable player's next most influential region with 4 influence.*



★ The ONLY exception to this rule is if the least reputable player has ALL of his influence in a single region. Only in this one case will Vuko remain in the same region at the start of the Vuko action.

- ★ If all players still have their Reputation Markers in the yin-yang "safe zone", then Vuko will remain off the game board.
- ★ Vuko may NOT enter a region locked in a nightmare.
- ★ If the least reputable player has equal influence in two regions, the tie is broken by Vuko going to the region with the lower number on the region-scoring file.



After moving, Vuko will do the following in this strict order:



1. He gives the least reputable player one Vuko Token.
2. Vuko kills one unit of the least reputable player in that region.

If the player has more than one unit in that region, the player may choose which one is defeated.

3. Vuko takes temporary control of some Influence Markers. EACH player will place Influence Markers equal to the number of Vuko Tokens they currently possess behind the Vuko figure. These Influence Markers will NOT be included when determining region dominance in the upcoming Domination phase.



It is important to note that Vuko will take temporary control of Influence Markers from ALL players that currently possess Vuko Tokens, NOT only the least reputable player.

4. In advanced mode, Vuko will have additional abilities as depicted on the Vuko difficulty files. These abilities should be resolved now. Some of these abilities, such as “Fire People” and “Those Who Whisper to Shadows” would have been active earlier during the current round.

\* After Vuko leaves the region in the following round, all Influence Markers under Vuko’s temporary control will come back into play.

#### The two sides to the Vuko difficulty files:

One side grants Vuko an additional ability for the current game stage only. ONLY the Vuko difficulty file directly over the right-most Initiative Marker will activate. This side of the Vuko difficulty file will have no arrow.



The other side grants Vuko an additional ability from the moment of its activation until the end of the game. These abilities are represented by an arrow mark on one side of the Vuko difficulty file.

## Descriptions of the Vuko difficulty files:



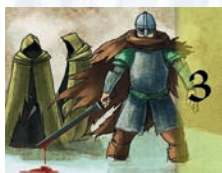
### Fire People

When Vuko leaves a region, he takes any Independent Nation Markers along with him. In this fashion, he gathers his entourage. This will increase the minimum influence requirement of a region by one per Independent Nation Marker.



### Those Who Whisper to Shadows

Using the Voracious Mountain action will cost 3 Population Tokens instead of 2.



### Nightwalkers

In the region where Vuko is visiting, EACH PLAYER removes one of his own Influence Markers for each Vuko Token in his possession. These Influence Markers are considered defeated by Vuko. For each Influence Marker defeated this way, the player discards one Vuko Token.



### Both bears

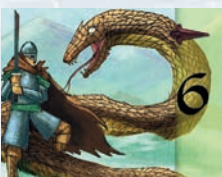
Vuko moves the Dead Snow Marker up by one.

\* If the game is ended this way, no player gains a Vuko token for initiating the end of the game by Dead Snow.



### Vuko and Cyphral

Vuko takes M-factor from the region. Players do not acquire M-factor from the region with Vuko, neither from the region tile, nor from the magical reserve.



### Vuko fights with Callo's giant snake

After the Vuko action, all players withdraw ALL of their units from the region with Vuko, to adjacent regions. Only units are moved, Influence Markers remain where they are. The units may be moved to any adjacent region/s as determined by the player, in initiative order.



### The plan of Vuko and Raven Shadow

No one can improve their reputation by using the “Raven Shadow” action field. Only discarding Vuko tokens is allowed while taking an action here.



### Vuko skewered with the Spear of Fools

Vuko is inactive. Action Box 7 “Vuko” is skipped in the Action phase. Instead, the Vuko figurine is removed from the board for the duration of this Vuko file.

**[Strategy tip]** It's always a good idea to plan ahead so that if you are the least reputable player, you can send Vuko to a region where you have no units present (i.e. where the total value of Influence Markers is higher than any region containing units) or a region where you can let him defeat a Level 1 unit, protecting your Level 2 and/or Level 3 units.



# Domination Phase

In the domination phase, players will try to accomplish their individual goals before receiving resources from the region-scoring files and magical reserves.

They will also score victory points if it is a region-scoring round, as determined by the red ships on the initiative track.

*If both red ships are reached simultaneously in the last round, region-scoring occurs twice in a row, meaning each region-scoring tile's score is doubled.*

Regions are always resolved in ascending order as determined by the RED numbers on the region-scoring files.



It is important to resolve each file one at a time, fully assigning resources and points before moving on, as events in later regions could change the dominance in previously resolved regions.

**Any Influence Markers under Vuko's temporary control will NOT count toward region dominance this round.**

## Units and Influence

Each unit grants as much influence as its level in the region in which it currently resides.



A unit's influence can be increased using the Dominate ability. The dominate ability will add one influence for every Dominate ability on a unit. Influence from the



Dominate ability will also count toward determining which region Vuko will move to during the Vuko Drakkainen phase.

## Independent Nation Markers

An Independent Nation is represented by the large brown Markers. Independent Nations resist when players try to dominate a region.

A player with influence equal to an Independent Nation's strength will always automatically lose and will NOT collect resources or victory points in that region.

**There will be NO tied domination calculations with an Independent Nation.**



*In the left example, the red player is the winner as he has two influence in adjacent regions to green's one.*

## Tied domination

If two or more players have equal influence in a region, then they count the sum of their influence in all adjacent regions. Whoever has the higher total wins the Domination battle in that region. If there is still a tie, the player with the best reputation on the reputation track dominates that region. The Reputation Marker on the bottom of a stack has the better reputation and breaks the tie.

## Domination Phase Order

1. Determine the player with the highest influence over a region.

\* If Van Dyken dominates the region containing the Thorn, the Thorn will automatically absorb any face-up magical reserves at this time. Any absorbed magical reserves are removed from the game board. This is not an ability, its an automatic event.

2. The most influential dominating player activates the SPECIAL abilities of their units.

\* Players MUST activate the special abilities of their units if they dominate a region.

\* Influence Markers temporarily controlled by Vuko may be taken to the Ice Garden, or exchanged by the Faun.

**Multiple units of the same type may NOT both activate their SPECIAL abilities in the same region.**

### Special abilities of units are as follows:



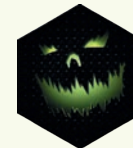
**Olaf Fjollsfinn's Ice Drakkar**  
Recruitment: Take the influence Marker of an opposing player to the Ice Garden.



**Pier van Dyken's Rattling Musician Piper:** Receive one population Token.



**Ulrike Freihoff's Enlightened One Pillage:** Take one resource Token from an opposing player in the same region. This includes M-factor from anywhere on the opposing player's character board.



**Passionaria Callo's Nightmare Torment:** Place a Nightmare Token in the region.



**Passionaria Callo's Faun**  
Enthral: Replace the influence Marker of another player with one of your own, if possible. If you have no more influence Markers available, nothing happens.

## Domination Phase Order (continued...)

### Events

When the following conditions are met, these events will automatically happen **AFTER** all of the Special abilities of units have been activated.

If two nightmare Tokens and a Faun are present in a region dominated by Passionaria Callo, the region automatically locks.



If an Enlightened One is present in a region dominated by Ulrike Freihoff, a Red Tower is placed there. Each region may only contain one Red Tower.



If a Rattling Musician is present in a region dominated by Van Dyken, any available magical reserves are moved to the region containing the Thorn. Any magical reserves moved to the Thorn must be placed face-down until the end of the round.

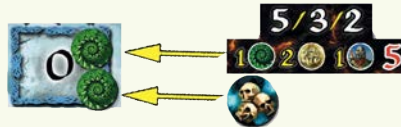
3. After all special abilities and events have been resolved, determine the domination order in the region according to the amount of influence the players have.

\* All resources are limited by their available supply.

\* Callo may **NOT** collect resources from a region locked in a Nightmare.

4. Starting with the most influential player, each player who dominates this region collects resources from this region. The player picks a resource depicted on the region-scoring tile (Gold, Population, or M-factor) and collects the amount listed on the tile. As such, if there are 2 of a single resource on the region-scoring tile, you may take **BOTH** of that one resource.

Each resource may only be claimed once per region-scoring tile. Thus, if four players are present in a region, the last player may not get any resources.



5. If there is a face-up magical reserve in the region, the most influential, dominating player in the region takes one M-factor Token per face-up magical reserve and places it on level 0 of his character board.

\* Magical reserves are not exhausted when collected and are **NOT** removed from the game board by any player other than Van Dyken when he absorbs them using the Thorn.

6. If, during the Initiative phase, a red ship was reached by an Initiative Marker for the **FIRST** time in the game, assign victory points to the players in the region now. Victory points (the white numbers on top of each region-scoring tile) are assigned to players in order of dominance. The most influential, dominating player in the region receives the highest number, second place receives the next highest number, and so-on.



\* If both red ships are reached simultaneously in the last round, region-scoring occurs twice in a row, meaning each region-scoring tile's score is doubled.

\* Callo **MAY** collect points from a region locked in a nightmare.

After all regions have been scored, any magical reserves that were moved this round to the Thorn by Van Dyken are flipped face-up. Van Dyken will be unable to move a magical reserve to the Thorn and absorb it in the same round.

### Start of the next round

At the start of each round, if any player has 1 or 0 Influence Markers on the game board, they may place an additional 1 or 2 influence, respectively, in any region. That player may also take an additional two population Tokens.

## END OF THE GAME

The game may be ended by one of three things: the Dead Snow Marker, the individual player goals, or by victory points.

1. Dead Snow will end the game immediately if the Dead Snow Marker reaches the limit on the Dead Snow track during the Making or Vuko actions.

2. An individual goal will end the game at the end of the current round if it is completed during the Domination phase. Individual goals have priority over ending the game by victory points and therefore, if a player completes his individual goal and another player reaches 50 victory points in the same round, the former will win the game.

3. Victory points will end the game at the end of the round in which a player reaches 50 victory points or the last helm on the Initiative track has been scored.



### Dead Snow

The Dead Snow will fall as soon as the Dead Snow Marker reaches the limit, sending the world into a deep sleep. Only a player that will win the game from initiating the final Dead Snow may do so.

**The Dead Snow limit is determined by the number of players:**

- In a two-player game, field number 18.
- In a three-player game, field number 24.
- In a four-player game, field number 30.

### Resolving Dead Snow:

1. The player whose action resulted in moving the Dead Snow Marker to the limit must immediately take one Vuko Token.
2. All players will calculate their new reputation by subtracting 2 reputation from their current reputation level for every Vuko Token they possess. Players will remain in the same stack order if necessary.
3. The player with the best reputation wins! In the event that two or more players finish the game in a Reputation Marker stack, the player on the bottom of the reputation stack has the better reputation and will win the game.

\* While calculating your new reputation level, it is possible to go lower than -9.

### Individual goals

Each player has an individual goal that may be completed in the Domination phase.

### Resolving individual goals:

If any player manages to complete their individual goal, the game ends at the end of the current round after all region-scoring files have been resolved.

If two or more players have accomplished their individual goals in the same round, they will compare their victory point scores. The player with the most victory points will win the game!

If several players are tied for the most victory points, i.e. their player Markers form a stack on the victory point track, then there will be multiple winners.

### Victory points

The game will end by victory points in one of two ways:

1. At the end of the round in which one or more players have reached or surpassed 50 points.

\* If a player surpasses 50 points, they may still score more victory points. To keep track of these, return their Score Marker to spot 1 on the Victory point track and continue scoring.

2. After the round in which the 4th red ship has been scored and no individual goals have been achieved.



Victory points are acquired during the game from defeating opposing units, Influence Markers and Independent Nation Markers, as well as from region-scoring files on red ship rounds.

### Resolving region-scoring files:

If the Initiative Marker of any player reaches or passes a red ship for the first time, then all regions will be scored during the Domination phase of that round. It is important to note that region scoring is only initiated once per red ship. If the Initiative Marker of a player passes the last two red ships at once in the Initiative phase, scoring will happen twice in a row per region-scoring file at the end of that round.

### Game end by victory points:

1. After all region-scoring files have been resolved, the player with the most influence Markers in Viper Gorge gains an additional 5 points.

2. The player with the most victory points wins. If several players are tied for the most victory points, i.e. their player Markers form a stack on the victory point track, then there will be multiple winners.

**A player's Individual goal takes priority over ending the game by Victory points.**

## INDIVIDUAL GOALS OF PLAYERS & UNIT NOTES

### Olaf Fjollsfinn

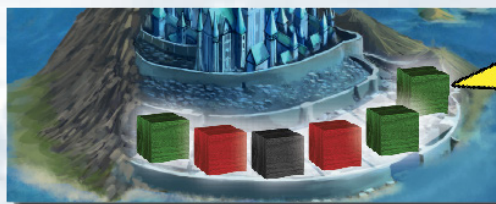
#### Individual Goal

Fjollsfinn wins at the end of the round in which he has recruited 6 Influence Markers of opposing players to the Ice Garden. He does so by using his Level 2 units, the Ice Drakkars.

If an Ice Drakkar and one or more Influence Markers of opposing players are in a region dominated by Fjollsfinn, he may take one of those Markers and place it in the Ice Garden at the top left of the game board.

\* Markers of Independent Nations may NOT be recruited.

\* Two Ice Drakkars in the same region may NOT recruit two influence Markers. They may only recruit once per region.



#### Unit Notes

\* Ice Drakkars are NOT restricted to regions on the game board that appear connected to the sea.

\* Ice Drakkars may NOT relocate themselves using the Ice Floe Crossing ability.

\* Having two Ice Drakkars on the board is required for use of the Ice Floe Crossing ability during the Activation phase, but NOT for the Recruitment ability during Domination.

**[Strategy tip]** Upgrading the Ice Drakkars with the Speed ability will allow them to slip into a lightly-defended area of the map after the standard Move action has finished and capture isolated enemy Influence Markers. Or, move to a region dominated by another player and prepare to transport a large group of units there on the next round.

Each player has an individual goal that may end the game. The objects of the individual goals, i.e. the Nightmare Tokens, Red Towers, and Magical Reserves, may NOT be attacked in any way.

## Pier van Dyken

### Individual Goal

Van Dyken wins at the end of the round in which the Thorn has absorbed 4 Magical Reserve Tokens. During the Domination phase, the Thorn will absorb all face-up Magical Reserve Tokens in its region as long as Van Dyken dominates that region in the same phase. Van Dyken moves the Magical Reserve Tokens to the region containing the Thorn by using his Rattling Musician units.

If both a Rattling Musician and a Magical Reserve Token are in a region dominated by Van Dyken, the Magical Reserve is moved to the region containing the Thorn, face-down.

Face-down Magical Reserve Tokens will be flipped face-up at the end of the round. This prevents any player dominating that region from collecting M-factor from the Magical Reserve that round.



### Unit notes

- ★ Population Tokens for the Piper ability are taken from the available supply, NOT from opposing players.
- ★ Two Rattling Musicians in the same region may NOT receive two population Tokens. They may only receive one Token per region.
- ★ The Thorn is worth 0 influence.
- ★ The Thorn is able to absorb multiple Magical Reserves in a single round.

**[Strategy tip]** Be careful of the fact that magical reserves are moved to the Thorn before you can collect M-factor.

## Ulrike Freihoff

### Individual Goal

Freihoff wins at the end of the round in which she has built six Red Towers in six different regions. Red Towers are built by her Level 2 units, the Enlightened Ones. If an Enlightened One is in a region dominated by Freihoff that does not yet contain a Red Tower, a Red Tower is placed there.



### Unit notes

- ★ When pillaging a resource by using the Pillage ability, Freihoff may take a single resource from any player who has units in a region she is dominating and place it in her play area. If an M-factor Token is taken, it MAY be taken from any level on that character's board, but MUST be placed on Level 0 on the Freihoff's character board.
- ★ Two Enlightened Ones in the same region may NOT pillage two resources. They may only pillage one resource per region.
- ★ Red Towers are worth 0 influence.

**[Strategy tip]** Prepare for the last region you will construct a tower by having lots of influence waiting for you there, as every player will move to the region with intent to stop you.

## Passionaria Callo

### Individual Goal

Callo wins at the end of the round in which she has locked two regions in her nightmares.

A region is locked in a nightmare by use of Callo's Level 3 unit, the Nightmare, and her Level 2 unit, the Faun.

First, when the Nightmare unit is in a region dominated by Callo, a Nightmare Token is placed there.

Next, if a Faun is in a region containing

two Nightmare Tokens, it will automatically become locked after all other Special abilities have been resolved.

- ★ Locking a region happens before any resources or victory points can be claimed from the region.
- ★ A region containing a Red Tower MAY be locked, but the Red Tower still counts towards Freihoff's individual goal.

- ★ The only region that may NOT be locked in a nightmare is the region containing the Thorn, if Van Dyken is in play.



### Resolving a region locked in a nightmare:

1. All units, except for the Faun, are considered defeated and immediately removed from the game board. This includes ALL opposing players' units, Callo's Nightmare, Wild Children and a second Faun, if present. Units defeated in this manner do NOT earn Victory Points for Callo.

**2.** Half of Callo's Influence Markers (rounded up) stay in the region. The remaining Influence Markers are moved to adjacent regions in a manner determined by the Callo player. The Influence Markers and one Faun are left in the locked region and will be unavailable for the rest of the game.

**3.** All Influence Markers of opposing players must be redistributed to adjacent regions in the manner determined by their owners in initiative order. Any Independent Nation Markers are removed from the locked region.

**4.** Nightmare Tokens are removed from the region and a Region Lock Token takes their place.

**5.** If there is a Magical Reserve Token in the locked region, it is moved to the adjacent region with the lowest number on its region-scoring tile. This new region may NOT already contain the Thorn or another Magical Reserve token.

If moving to such a region is impossible, the magical reserve is placed in the next available region with the lowest region number anywhere on the game board.

**6.** If Vuko is present in the region, he will move to the least reputable player's most influential region in the following round, as usual.

**7.** Starting with the next round, the locked region is unavailable:

- \* No actions may be performed there.
- \* Callo MAY collect victory points from the locked region during red ship rounds.
- \* Callo may NOT collect resources from the region.
- \* Vuko may NOT be moved there.

**[2-player]** If a region becomes locked before Freihoff can place a Red Tower, Freihoff will be unable to complete her individual goal and will have to pursue a Dead Snow or Victory Point win instead.

**[Strategy tip]** It is common to focus on the regions you are placing nightmare tokens too much early in the game. Be sure to focus on dominating several regions or you will become starved for resources.