



EXPLORING
ARGADNEL

QUEST FOR THE ORB
OF MYSTERY

A Magical Game of Exploration & Discovery

Exploring Argadnel: Quest for the Orb of Mystery

For millennia Magic was a part of everyday life on Earth. Tools were forged to help control Magic. Cities and monuments were built on sites of magical power. Fantastic beasts roamed the Earth; beasts that could not survive without Magic.

But over time the powers of Magic were overtaken by the powers of Technology until Magic became a thing of myth and legend. The old Mysteries were remembered by some and practiced by few. Cities crumbled. Monuments became mere archeological curiosities. Powerful objects became lost relics of forgotten abilities. Fantastic beasts disappeared or retreated into the shadows.

Until a recent discovery by a young, but talented, Mage studying the ancient Mysteries of Magic changed everything. Although his powers paled in comparison to the ancient powers of classic Mages, young Samike showed ingenuity. He tracked the weak traces of residual Magic in the world to its confluence in the middle of the Atlantic Ocean.

There, still undiscovered by modern civilization, Samike discovered an island, shrouded in Magic and undetectable by modern Technology.

Within the boundaries of the island Magic is strong. Creatures of legend still flourish. The eight Mysteries of Magic (Earth, Air, Water, Fire, Life, Death, Time, and Illusion) emanate and flow throughout the land. Hidden within the vast island's forests, mountains, plains, hills, and deserts are all of the enchanted artifacts of legend and lore. As Magic in the world was overwhelmed by technology everything magical withdrew to this island in the Atlantic Ocean, the origin of Magic on Earth.

Ancient cultures knew of this island. Over the years it has been known by many names. Antillia, Hy-Brasil, the Fortunate Isles, Eden, Avalon, Emain Ablach, Buyan, the Islands of Earthly Paradise, Ynys Afallach, Mag Mell, the Islands of the Blessed, and Atlantis are just a few of the many names given to this utopian magical paradise. Samike called the island Argadnel, after one of the Islands of Earthly Paradise, visited by Brân the Blessed, the giant king of Britain in Celtic lore.

With Samike's discovery, the dwindling magical societies around the world began an effort to explore Argadnel and retrieve the magical artifacts. You, the player, will command your society of Mages as they build communities, discover the secrets of Argadnel, study the eight Mysteries of Magic, and acquire those relics once believed to be lost. Can your group of Mages become the most powerful group on Argadnel? Can you bring Magic back to the modern world? Explore, Learn, Discover, and Triumph over your fellow players to become Masters of Argadnel!



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Game Summary:

In **Exploring Argadnel: Quest for the Orb of Mystery**, Fellowships of Mages (users of Magic)

explore the game board, moving spaces each turn

and discovering what is around them, while searching for places to build settlements and finding magical artifacts. They also encounter magical creatures, make remarkable discoveries and even battle, trade knowledge with, and steal artifacts from opponents. Mages in settlements will research new mysteries, expand the knowledge of already obtained mysteries, produce new Mages, and protect recovered artifacts.

Players earn Victory Points for building settlements and discovering artifacts. 25 victory points are needed to win the game, after all the artifacts at Mystical Sites have been recovered.

Exploring Argadnel: Quest for the Orb of Mystery plays in about 5 hours and is appropriate for 2-4 players (5 or 6 with an expansion) ages 15 and up.

Setup:

Separate the cards into 11 separate decks: 8 Mage decks (all face-up), 1 Action Cards deck, 1 Beast Cards deck, and 1 Artifacts deck (all shuffled and face-down). Also place all the Abilities cards in a stack (you may want to arrange the cards by Mystery and Level).

Turn all 75 Land Tiles upside down and shuffle/mix the tiles. Arrange the tiles into a playing field the size and dimensions of your choosing. NOTE: If you are not using all the tiles, make sure you have an appropriate number of tiles with starred spaces (about 1 tile with a starred space for every 8 tiles without). The tiles may be laid in any configuration as long as they are touching and leave no spaces. Tiles can even be staggered so their edges don't line up or rotated, as long as they are touching along their edges. 75 tiles are enough to make a large hexagon with the diamond shapes making 3 larger diamonds that appear to be the sides of a large cube. Start with 3 diamonds to make a hexagon and continue placing tiles in concentric rings.

Set up the Reference Sheet. Shuffle the Orb of Mystery Artifact Card and 8 other Artifact Cards(chosen randomly from a shuffled Artifacts deck) and place one face-down on each of the Mystical Site spaces on the Reference Sheet.

Each player receives one of each of the F-T-P Tiles, one Stat Tracker tile, 6 Fellowship Pieces numbered 1-6, 4 Village pieces numbered 1-4, 3 Town pieces numbered 1-3, 1 Stat Sheet, and 4 Tracker tokens.

Each player starts with one village and one Fellowship consisting of four Mages. Players may choose up to four Mysteries to start the game with. They then choose 9 Mages from those four mysteries that they would like to start with. Four Mages will form their initial Fellowship and the remaining five will populate their initial Village. Each player receives one Level 1 Ability card for the four Mysteries they chose to start with.



2 - 4



5h+



15+

Each player rolls two dice. The highest roll goes first. In the event of a tie the winners roll again until a highest roll is determined. Player 1 places their Village and Fellowship, followed by the next player going clockwise until all four players have placed their Villages and Fellowships.

Each player should place their Village on a tile at the edge of the playing field. That tile may be turned over and the Village placed on any space on that tile. Their Fellowship chip may be placed on any space adjacent to their Village as long as it is on the same tile (i.e. a player may not place their Village on the edge of the tile and then place their Fellowship on a space on an adjacent tile, thus revealing two entire tiles at the start of the game). Villages may not be placed on the same tile as an opponent's Village.

Players place their Mage cards representing their Fellowship and Village on the appropriate sections of their Stat Sheet. Players cover the 0 spaces on the Experience Points section of their Stat Sheet for 1s, 10s, and 100s places. Players cover the 1 space on the Victory Points section of their Stat Sheet (since they start with one Village). Ability Cards can be displayed anywhere on the table near each player's Stat Sheet.

Once all players have set up their Stat Sheets and placed their initial Villages and Fellowships, Player 1 begins. Play proceeds clockwise.

Tracking Specifics:

As players proceed through the game the Stat Sheets can be used to record population in Fellowships, Villages, and Towns; log Experience Points; and track Victory Points.

Each player's Stat Sheet has 6 Fellowship spaces, 4 Village spaces, and 3 Town spaces. The cards that make up the members of each Fellowship or Settlement (including Beast cards within the group) should be placed in stacks in the appropriate sections. Players may ask each other how many cards and types are in each stack, but the responding player may provide general answers instead of revealing specific members of Fellowships or Settlements except during trade or combat. E.g. a player may respond that their Fellowship has 8 Mages and a Beast, or a Town has 12 Mages, including Water, Earth, and Fire Mages, or a Village has 6 Mages in it. Only when questioning the effects of Abilities or Artifacts, e.g. does a Fellowship have an Earth Mage to allow diagonal movement, does a player have to answer specific questions about members.

Each player's Stat Sheet has a spot to log Experience Points. There is a Hundreds column with spaces for 0, 1, and 2, Tens column with spaces for 0-9, and Ones column with spaces for 0-9. As Experience Points are earned and applied to gaining new Abilities, Tracker Tokens can be moved along the appropriate column to log the current Experience Points for each player.

Each player's Stat Card has a spot to score Victory Points. As players win and lose Victory Points move a Tracker Token appropriately.

There is also a general stat sheet that can be used to track the base numbers for population growth and experience points. The tokens on this sheet should be adjusted



appropriately as each player builds new Settlements according to their size, terrain, and any abilities.

Each Fellowship will also have a card to track the overall strengths of all members of the Fellowships so that these values don't need to be recalculated every time a Fellowship encounters a Beast or engages in combat with another player. Use the laminated cards and a dry erase marker to track these values. During combat with a Beast or other player remember to make any adjustments to the strengths due to artifacts or abilities.

Phases of a Turn:

Phase 1 – Movement/Build

- Each Fellowship of exploring Mages either rolls one die for movement or builds a settlement. New Fellowships may be formed from the population in a Village or Town. A new Fellowship must have at least 3 Mages in it.
- As Fellowships are moved around the playing field, combined, split, and converted to Settlements, be sure to adjust any values on both the General Stat Sheet and Fellowship Strength Tracking cards as needed.
- Movement:
 - o If the player chooses to have a Fellowship move, they should roll a single die. They may move up to 6 movement units in any direction based on the die roll. Different terrains cost different movement amounts. Abilities or Artifacts may adjust these values according to their properties.
 - o A Fellowship may opt to not move, or only move a portion of its die roll, however once a decision to stop moving has been made the Fellowship cannot continue at a later point this turn. If the player opts to not move a Fellowship at all they may still build, even after rolling a die.
 - o Fellowships move to adjacent spaces. They cannot move diagonally unless they have an Earth Mage or an Artifact that allows diagonal movement.
 - o As Fellowships move onto new tiles the tiles are revealed. The player doing the moving flips the tile and may position the tile in the open space as they wish (i.e. they may flip the tile vertically or horizontally as they choose). To move onto a new tile the player must declare what tile they would like to move onto. After the tile is flipped the player may choose any space to move to within their movement ability.
 - o If a Fellowship is unable to move onto a space on the new tile, the tile remains flipped, however the Fellowship must return to the space they tried to leave from and is penalized 1 movement cost.
- Building:
 - o If the Fellowship decides to build, they will need at least 5 Mages in their fellowship to build a Village or 10 to build a Town. If the Mages are in a Village they may convert the Village to a Town for 5 Mages.



- Settlements cannot be built on the same tile or an adjacent or diagonally adjacent space on another tile as another settlement, even settlements of the same player.
- Settlements cannot be built on water (although they can be built alongside rivers).
- Settlements cannot be built on deserts.

- Movement & Building Notes:

- Fellowships cannot move AND build, unless they move to a space that already has Mages on it and those Mages have not moved yet this turn. E.g. if Fellowship A has 3 Mages in it and Fellowship B is 2 movement units away with 2 Mages in it, Fellowship A may move the 2 units on its turn and then Fellowship B may build a village using the 5 Mages that are all on the same space.
- Fellowships cannot consist of more than 10 Mages. Fellowships with more than 10 mages must split up, transfer Mages to adjacent Settlements, or return Mages to the stockpile decks during Phase 5 – Cleanup.
- If Fellowships for the same player move into a single space they may be combined into a single Fellowship, not to exceed 10 Mages. The merged Fellowship may not move again this turn, even if there are still movement units remaining for the original Fellowship.
- Fellowships may split into more than one Fellowship; however each group must have at least 3 Mages. Only one group may move on the turn that they split and a Fellowship can only split if the player has an available Fellowship token. A Fellowship may move some of the movement allotment and then split. Only one of the two resultant Fellowships may finish moving the total number of allowed movement units.
- Fellowships can move into their own player's Villages and Towns, but the population in a Village may not exceed 10 (including the 5 Mages that make up the Village) and the population in a Town may not exceed 20 (including the 10 Mages that make up the Town). A Village can be upgraded to a Town at any time as soon as it has 10 or more Mages, provided the player has an available Town piece. Fellowships may move through their own player's Settlements.
- Opponents' Fellowships may never occupy the same spaces (see rule about fight/trade/pass). Fellowships may not occupy the same space as an opponent's Settlement.

- Actions:

- If a space is landed on (not passed through) that has an Action Indicator (small red dot), the player must draw a card from the Action deck to see what has happened. Spaces with a covered Action Indicator are not Action Spaces. The



Action Card will indicate that the player's Fellowship may have Discovered an Artifact, Encountered a Beast, or made a Special Discovery. Follow the instructions on the Action Card to see what happens. After completing the actions on the Action Card place an available Action Indicator Cover Chip (green circular chip) onto the space (even if your Fellowship is unable to move into the space this turn). If there are no more Action Indicator Cover Chips available you may take one from any other space at least two tiles away from the current space. Discard the Action Card when you have completed the Action.

- If a space is landed on (not passed through) that has a Mystical Site Indicator (red star with a black number), the player has discovered an Artifact. Turn over the Artifact Card in the corresponding Mystical Site space on the Reference Sheet to see what was discovered. Now draw 2 Beast Cards (3 if you have discovered the Orb of Mystery). You must battle these Beasts to acquire the Artifact. Battle the beasts separately, starting with the Beast with the greatest Attack Strength. You get the benefits of any benevolent Beasts immediately, before beginning the battle against any malevolent Beasts. If you are successful in acquiring the Artifact you may remove it from the Reference Sheet and add it to your Fellowship and the space is covered with an Action Indicator Cover Chip. If you are defeated the Artifact remains revealed on the Reference Sheet. You may move off of the space or remain on the Mystical Site and make another attempt to retrieve the Artifact on your next turn. Once the Artifact on a Mystical Site has been retrieved the space becomes a standard, covered Action Space.

Phase 2 – Combat/Trade

- Phase 2 begins after all movement or building in Phase 1 is complete.
- If a fellowship lands on a space adjacent to an opponent's Fellowship, Village, or Town they must either fight, trade knowledge, or simply pass by each other. Each player secretly chooses an F-T-P tile to determine if they will fight, trade, or pass. Players show which tile they picked simultaneously.
 - If either player has selected 'fight' then a battle takes place – see Combat Rules.
 - If neither player selected fight and both players selected 'trade' then the players MUST trade one Mage card from each fellowship. Players may discuss the trade if they want, or may trade blindly, but a trade MUST occur.
 - If only one player selected 'trade' and the other player selected 'pass' then the players may discuss if they would like to trade or pass. Both players must agree on a trade or they will pass.
 - If both players selected 'pass' then no action occurs and the fellowships pass by each other peacefully.



- Notes:
 - All trade must be 1:1. If a player acquires a Mage for a Mystery they have not yet discovered they automatically discover that Mystery and may take the Level 1 Ability card for that Mystery.
 - If either player owns an Artifact then the effects of the Artifact may change these rules.
 - Artifacts may NOT be traded.

Phase 3 – Growth

- Phase 3 begins after all combat or trade in Phase 2 is complete.
- For each Village roll 1 die. For each Town roll 2 dice.
- Increase your Experience by the total value of all dice rolled.
 - For every Village or Town on a Hills space +1 Experience.
 - For every Village or Town on a Forest space +2 Experience.
 - For every Village or Town adjacent to a Lake +1 Experience.
 - Some Artifacts or Abilities provide bonus Experience.

NOTE: Players can track the base amount of Experience Points earned for their Settlements on the General Stat Tracking Sheet.

- Calculate your Population Growth Rate:
 - 1 for each Town and 2 for each Village.
 - For every Village or Town on a Grassland space add 2.
 - For every Village or Town on a Hills space add 1.
 - For every Village or Town adjacent to a River add 1.
 - Some Artifacts or Abilities provide a Population Bonus.

NOTE: Players can track the base Population Growth Rate for their Settlements on the General Stat Tracking Sheet.

- Increase your Population:
 - By the number that corresponds to your Growth Rate plus:
 - 1 or 2 Mages for each 1 or 2 rolled.

E.g. Your base Growth Rate is 18 because you have 3 Villages and 2 Towns situated on 2 Grasslands, 3 Hills, and 3 Rivers. You also have the Level 3 Water Ability: Water Bounty, which gives a bonus to Settlements on a Lake, of which you have 1. The Population Growth Rate chart indicates that you gain 10 Mages. Plus you rolled 7 dice, which included two 1s and one 2. Thus you increase your total population by 14 Mages this round.

- You may take only Mage cards from Mysteries which your population has mastered (i.e. you have a Level 1 Ability for). Distribute the new population in your existing



Villages and Towns. Mages may also be added to Fellowships that are adjacent to one of the player's Settlements or may be used to create a new Fellowship to be placed adjacent to a Settlement. New Fellowships must have at least 3 Mages in them.

Phase 4 – Acquire Abilities

- If able, the player may trade in Experience points to add a new Mystery to their Abilities or increase skill in an already acquired Mystery.
 - o Level 1 costs 20 Experience Points – there is one Level 1 Ability per Mystery and four Level 1 cards per Ability.
 - o Level 2 costs 30 Experience Points – there are two Level 2 Abilities per Mystery and three Level 2 cards per Ability.
 - o Level 3 costs 50 Experience Points – there are two Level 3 Abilities per Mystery and two Level 3 cards per Ability.
 - o Level 4 costs 80 Experience Points – there is one Level 4 Ability per Mystery and one Level 4 card per Ability.
 - o Spells are acquired when you have achieved two (or more) Level 4 Abilities. If you acquire a Level 4 Ability beyond your first one you can also acquire the corresponding Spell.
- After acquiring Abilities, be sure to adjust any values on both the General Stat Sheet and Fellowship Strength Tracking cards as needed.

Phase 5 – Cleanup

- Check to make sure that the values on the Stat Sheets and Fellowship Strength Cards have been adjusted appropriately to compensate for any changes that have happened during this turn.
- If any of your Fellowships or Settlements exceeds the population limits, move excess Mages to adjacent Fellowships. You may create new Fellowships adjacent to a Settlement if you have available Fellowship tokens. You may not create new Fellowships from other Fellowships during the Cleanup Phase. New Fellowships must have at least 3 Mages in them. If you are unable to redistribute excess Mages return any additional excess Mages to their respective decks. Having excess Mages can occur as a result of capturing Mages in combat or by excess production. You may earn 1 experience point for every Mage that needs to be sacrificed.

Discovering an Artifact:

If an Artifact is discovered when drawing an Action Card the Artifact is guarded by a Beast. Also draw a Beast card and proceed with Combat between your Fellowship and the Beast if necessary. Some Beasts are Benevolent and will let you collect the artifact without battle. Some Beasts are Indeterminate and will help or harm you depending on certain conditions.

If an Artifact is discovered at a Mystical Site the Artifact is guarded by two Beasts (three if the Artifact is the Orb of Mystery). Draw 2 (or 3) Beast cards and proceed with Combat between your Fellowship and the Beasts if necessary. If you drew one or more Benevolent Beasts you must defeat the Malevolent Beast(s) before gaining the benefits of the Benevolent Beast(s).

If your Fellowship is successful in chasing off or killing the Beast(s) (or you are lucky enough to encounter a benevolent Beast) you have acquired the Artifact.

If the Beast is successful in battling off your Fellowship return both the Beast and the Artifact card to their respective discard piles (or leave the Artifact on the Mystical Site if it was discovered there).

Artifacts are put into the player's inventory when they are discovered and retrieved. Their effects influence all of the possessing player's Fellowships and Settlements.

After acquiring an Artifact, be sure to adjust any values on both the General Stat Sheet and Fellowship Strength Tracking cards as needed.

Spells:

Spells are special Abilities that are acquired when you have a combination of 2 Level 4 Abilities. Therefore, not all Spells can be acquired during a game, and no two players will be able to acquire the same Spells.

Spells can be cast at any time that is appropriate for the Spell, including before, during, or after movement, before, during, or after combat, or even during Growth, Acquire Abilities, or Cleanup phases, if appropriate, however, a Fellowship may only cast a Spell once per turn. A Fellowship or Settlement must also have an appropriate number and types of Mages to cast a Spell.

Settlements can only cast defensive Spells during Combat.

Rules for Combat:

Battle between a Fellowship and Beasts is similar to battle between a Fellowship and an opponent's Fellowship or Settlement, although the rules are similar. After resolving any combat, be sure to adjust any values on both the General Stat Sheet and Fellowship Strength Tracking cards as needed.

Definitions:

- Attributes: Each Mage card in the fellowship has numbered attributes for 'Attack Strength', 'Defensive Strength', 'Health, and 'Resilience.'
- Attacker: The Attacker is the player that initiated the combat. When battling Beasts the Beast is always the Attacker. Between two players the Attacker is decided by the F-T-P tiles that each player chose. If both players selected 'Fight' then the player whose turn it is is the Attacker, otherwise the player that selected 'Fight' is the Attacker. Villages and Towns are never Attackers, even if the player selected 'Fight'.

- Defender: The Defender is the player that is not attacking. Villages and Towns are always Defenders.
- Abilities: Some Abilities acquired by players can change combat.
- Artifacts: Some Artifacts can change combat.
- Spells: Some Spells can change combat.

Between Fellowships or Fellowships and Settlements:

Set Up the Battle

1. All Fellowships and Settlements for two combatant players that are adjacent to each other participate in the Battle.
2. The Attacker gets to state which Artifacts and Spells, if any, they will use during their Attack. Any Artifact used in this Attack cannot be used in any other Attack this round (unless specifically stated by the Artifact's description). Attackers may use any Artifacts in their inventory. Fellowships can only use one Spell per turn, so if they have already used a Spell this turn they may not use another Spell during combat. Fellowships may only cast one spell during combat.
3. The Attacker displays their Mage cards that are attacking. Spread the Mage cards in a line horizontally with the Artifact cards placed behind them. Any Ability cards the player has acquired may also be placed behind the attacking Mages.
4. The Defender may use Artifacts to defend. They may use Artifacts that have already been used to defend another Attack, unless the Artifact description states otherwise. Defenders may use any Artifacts in their inventory.
5. The Defender displays their Mage cards and may match each Mage card against an attacking Mage card. If there are more Defender cards any leftover may be stacked to support against other attackers. Artifact cards and Ability cards are displayed behind the defending Mage cards.
6. If there are fewer Defenders than Attackers the Attacker may now move any attacking Mage cards that don't have a Defender to support an attacking Mage that has a defender.
7. If a player has the *Altering Timelines* Ability they may rearrange their Mages..

Battle:

1. Mages battle by matching Attack Strength against Defense Strength. Stacked Mages combine their Attack and Defense strengths.
2. If the Attack Strength is greater than the Defense strength the Mage(s) with the higher Attack Strength is successful. The losing Mage(s) are injured during the battle. It is possible for one side, both sides, or neither side to be injured in battle.

3. If the Attack Strength of one side exceeds the Defense Strength of the opposite side by more than the Resilience value the Mage is killed immediately and the card should be returned to the appropriate deck.
 4. After the battle is complete each player in the battle rolls one die. The pips on both dice are added up (to give a value of 2-12). Any injured Mages with a Health value less than the value rolled do not survive their injuries and their card should be returned to the appropriate deck.
5. Attacking Settlements:
- a. Terrain Benefits:
 - i. If the Village or Town is on a Grasslands space +1 Attack for all Mages within it.
 - ii. If the Village or Town is on a Hills space +1 Defense for all Mages within it.
 - iii. If the Village or Town is on a Forest space +1 Defense for all Mages within it.
 - iv. If the Village or Town is on a Mountain space +1 Attack and +2 Defense for all Mages within it.
 - b. If a Town's population is reduced to fewer than 10 Mages the Town is replaced with a Village. If there are not enough Village tokens available the remaining Mages may form a Fellowship. If a Village's population is reduced to fewer than 5 Mages the Village token is removed from play and becomes a Fellowship. If the player does not have any available Fellowship tokens the remaining Mages should be added to the nearest Fellowship(s) with fewer than 10 Mages.
 - c. If the Settlement is reduced to a Fellowship then any Artifacts that were in the Settlement are captured by the Attacking player. The Attacking Fellowship is now carrying the Artifact.
6. Spoils of War - Acquiring Artifacts:
- a. If a Fellowship loses 50% or more of its Mages the winning player may capture any one Artifact from the losing player's inventory. The losing player must hand over the victorious player's choice of Artifact card. Adjust Victory Points appropriately. If both players lose 50% or more of their Mages then no Artifact transfer takes place.
 - b. If a Settlement is reduced to 5 or fewer Mages the attacking player may acquire any one Artifact from the losing player's inventory. The losing player must hand over the victorious player's choice of Artifact card. Adjust Victory Points appropriately. However, if the

attacking player loses more than 50% of their Mages during an attack then no Artifact transfer takes place.

NOTE: Some Artifacts may alter these rules, even allowing for the capture of defeated Mages.

Between Fellowships and Beasts:

Set Up the Battle

1. The Defender may use any Artifacts in their inventory to defend against the Attacking Beast(s). They may use Artifacts that have already been used to defend another Attack, unless the Artifact description states otherwise.
2. When encountering multiple Beasts (at a Mystical Site) battle occurs one at a time. Start with the Beast with the greater Attack strength.

Battle:

1. Total the values of the Attack Strength, Defense Strength, and Resilience for all the Mages involved in defending the attack. Also total the values of the Attack Strength, Defense Strength, and Resilience for any Beasts attacking the Fellowship. Include any adjustments from Abilities or Artifacts.
2. Compare the combined Attack Strength, Defense Strength, and Resilience for the Mages and Beasts and follow the instructions in the appropriate sections of this chart.

Beast Attack Strength	Mage Attack Strength		
	> Beast Defense + Resilience	> Beast Defense	≤ Beast Defense
≤ Mage Defense	Beast Killed	Beast Killed, Injures 1 Mage	Beast Survives, Injures 1 Mage
> Mage Defense	Beast Killed, Injures 1 Mage	Beast Killed, Injures 1 Mage	Beast Survives, Injures 1 Mage
> Mage Defense + Resilience	Beast Killed, Injures 2 Mages	Beast Killed, Injures 2 Mages	Beast Survives, Injures 2 Mages

3. If the Beast inflicted damage the player must roll two dice. The pips on both dice are added up (to give a value of 2-12). One or two Mages with a Health value less than the value rolled die from their wounds, depending on the number of Mages injured by the Beast. If a with companion Beasts is completely eliminated by a Beast Attack the Beasts that were with the Fellowship should be returned to the Beast deck's discard pile; they are back out in the wilds of Argadnel.

Terrain Types:

Each terrain type you will encounter on your journeys has different attributes. Each space will have a different Movement Cost, plus benefits for Attack, Defense, Experience, or Population.

1. Grasslands – 1 movement cost, +1 Attack, +2 Population
2. Hills – 2 movement cost, +1 Defense, +1 Experience, +1 Population
3. Forest – 2 movement cost, +1 Defense, +2 Experience
4. Mountains – 3 movement cost, +1 Attack, +2 Defense
5. Desert – 4 movement cost, No settlements
6. Lakes – 2 movement cost w/ Lake Crossing Level 2 Water Ability, No Settlements, +1 Experience if Adjacent
7. Rivers – Can only be crossed w/ River Crossing Level 1 Water Ability, +1 population if Adjacent

Victory Points & Winning the Game:

Victory Points are earned throughout the course of the game for Settlements built and Artifacts in your possession. You need at least 25 Victory Points to win the game, however a winner is not decided until all of the Artifacts on the Mystical Sites have been recovered. After the last Mystical Site Artifact has been recovered by a player the player with the most Victory Points greater than 25 wins!

Players earn Victory Points (VP) by:

1. Building Villages – 1 VP per Village
2. Building Towns – 2 VP per Town
3. Collect magical Artifacts – 2 VP per Artifact
4. Possessing the Orb of Mystery – 5 VP

A player needs at least 25 VP to win after all Mystical Site artifacts have been recovered.

Discard Piles:

Action Cards, Artifact Cards, and Beast Cards will all have discard piles. When the deck for one of these piles is depleted, shuffle the discard pile and replace the deck.

Player Elimination:

If a player should happen to be wiped out completely, i.e. their last Settlement is killed off and their only surviving Fellowship(s) have less than 5 Mages total, they are eliminated from the game. They must return any acquired Abilities, Artifacts, Spells, or Beasts to their respective decks.

Game Variations:

2 Player Game:

2 player games have all the same rules; however you should remove 1 of each of the Level 2 and Level 3 Ability cards. You may also choose to play with only 48 of the Land Tiles, including only 6 of the Mystical Site locations, and 40 of each Mage card.

Quicker Games:

Play with fewer tiles, to fewer Victory Points, or with fewer Mystical Sites. Experiment with different combinations and sizes of playing areas. Smaller playing areas will result in more contact with other players and potentially more conflict. Fewer Victory Points will result in a game that is less combative and requires less exploration since building Settlements can earn Victory Points quickly. Fewer Mystical Sites will mean that victory can be achieved quicker by landing on standard Action Spaces.

5-6 Player Game:

An expansion set is available for 5-6 player games with additional player tokens, more Mage cards, more Ability and Spell cards, and more Land Tiles (108 total).

Notes & Tips:

- When placing your first settlement it will be useful to place it on a space that gives you bonus populations. Grasslands are the best, hills are also good. And you get a bonus Mage if you are alongside a river.
- If you anticipate a lot of combat in your game and expect other players to attack your settlements, placing them on Hills, Forests, and Mountains will give you advantages in combat. If these are also adjacent to a River you will continue to increase your population. This is particularly important for settlements on Forest or Mountain spaces since they won't produce any population at all without being adjacent to a River.
- Earth and Water Mysteries will help you explore quickly at the beginning of the game.
- Fire and Death Mysteries are strong at attacking and will help you defeat Beasts as you explore, however they have lower Resilience and Health.

Quick Reference

Quick Reference: Phases of a Turn

Phase 1 – Movement & Build

- Fellowships can move around the playing field and build Settlements.
- Fellowships that land on Action Spaces must complete actions.

Phase 2 – Combat / Trade

- Fellowships that have moved adjacent to opponent Fellowships or Settlements may Fight, Trade, or Pass.

Phase 3 – Growth

- Earn base Population and Experience for Terrain, Abilities, and Artifacts – see General Stat Sheet for rates.
- Roll 1 die for every Village and 2 dice for every Town.
- Earn Experience Points for total value of all dice.
- Collect Population for value of dice rolled as 1 or 2.

Phase 4 – Acquire Abilities

- Trade in Experience Points to earn new Abilities.

Phase 5 – Cleanup

- Redistribute/remove excess Mages.

Quick Reference: Combat

1. Set up Battle Field

- Attacker lays out attacking Mages & presents Artifacts & Abilities.
- Defender lays out defending Mages & presents Artifacts & Abilities.
- Attacker moves any unmatched Mages to support other attackers or conform to Defender Artifacts & Abilities requirements.
- If a player has Altering Timelines Ability they may rearrange their Mages.

2. Battle

- Compare Mages' Attack Strength to Defense Strength (stacked Mages get combined Attack and Defense Strength) and Resilience (stacked Mages use individual Resilience).
 - If Combined Attack Strength > Combined Defense Strength + Individual Resilience : Mage(s) Killed
 - Else If Combined Attack Strength > Combined Defense Strength : Mage(s) Injured
 - Else If Combined Attack Strength ≤ Combined Defense Strength : Mage(s) Survive

3. Recovery

- Roll 2 dice and total up the value of both dice.
 - o Injured Mages with a Health value less than the value rolled do not survive their injuries.

4. Settlements

- Mages within Settlements gain Attack or Defense Strength based on the terrain the Settlement is on.
- Settlements with too little population must be reduced.

5. Artifacts

- If a Fellowship loses 50% or more of its Mages or a Settlement is reduced to fewer than 5 Mages, the winning player captures one Artifact from loser's inventory. If both players (or the player attacking a destroyed Settlement) lose 50% or more Mages then no Artifact capture occurs.

Quick Reference: Beast Attacks

1. Assess Strength

- Total the Attack Strength, Defense Strength, and Resilience for all defending Mages and each attacking Beast. (Battle multiple Beasts sequentially, starting with Beast with highest Attack Strength.)

2. Attack

- Compare Fellowship values to Beast(s) values:

Beast Attack Strength	Mage Attack Strength		
	> Beast Defense + Resilience	> Beast Defense	≤ Beast Defense
≤ Mage Defense	Beast Killed	Beast Killed, Injures 1 Mage	Beast Survives, Injures 1 Mage
> Mage Defense	Beast Killed, Injures 1 Mage	Beast Killed, Injures 1 Mage	Beast Survives, Injures 1 Mage
> Mage Defense + Resilience	Beast Killed, Injures 2 Mages	Beast Killed, Injures 2 Mages	Beast Survives, Injures 2 Mages

3. Recovery

- Roll 2 dice and total up the value of both dice.
 - o 1 or 2 Mages, depending on the number injured by the Beast, with a Health value less than the value rolled do not survive their injuries.

Quick Reference: Terrain

Terrain Bonuses	Movement	Experience	Population	Attack	Defense
Grasslands	1	-	2	1	-
Forests	2	2	-	-	1
Hills	2	1	1	-	1
Mountains	3	-	-	1	2
Deserts	4	-	-	-	-
Lakes	2	1 if adjacent	-	-	-
Rivers	-	-	1 if adjacent	-	-

Quick Reference: Victory Points

- Village: 1
- Town 2
- Artifact 2
- Orb of Mystery 5
- Need at least 25 Victory Points to win!

(All Mystical Site Artifacts must have been retrieved by players. Player with most Victory Points greater than or equal to 25 after all Mystical Site Artifacts have been retrieved wins.)

Quick Reference: Population Limits

- Fellowship: 1 - 10 Mages (must have 3 Mages to create a Fellowship)
- Village: 5 - 10 Mages
- Town: 10 - 20 Mages



Appendix

List of Abilities & Mysteries

Level 1 costs 20 Experience Points

Level 2 costs 30 Experience Points

Level 3 costs 50 Experience Points

Level 4 costs 80 Experience Points

- **Earth** – the Mystery of Earth enables control of the land. Movement and Land Shaping abilities are increased.
 1. **Diagonal Movement** - Fellowships with an Earth Mage may move diagonally across the playing field. *May be used multiple times per turn. Must have Earth Mage in Fellowship.*
 2.
 - a. **Increased Movement** - Movement across terrain is decreased by 1 movement cost. *Movement cost must be at least 1. May be used multiple times per turn. Must have Earth Mage in Fellowship. Does not include movement over water.*
 - b. **The Extra Mile** - Action Spaces cost 1 movement regardless of terrain if they are the last space for a Fellowship's movement turn. *May be used multiple times per turn. Player must still draw Action Card. Must have Earth Mage in Fellowship. Does not include movement onto lakes.*
 3.
 - a. **Reveal Land** - Reveal 1 undiscovered Land Tile adjacent to a tile you have a Fellowship on per turn. *May be used ONCE per turn. Must have Earth Mage in play.*
 - b. **Advance to Action Space** - (Requires: *The Extra Mile*) - If player ends lands adjacent to an Action Space at the end of their turn they may advance to the Action Space. *May be used multiple times per turn. Player must still draw Action Card. Must have Earth Mage in Fellowship. Does not include movement onto lakes.*
 4. **Terraforming** - Player may rotate 1 Land Tile that does not have any pieces on it per turn. *May be used ONCE per turn. Must have Earth Mage in play.*

- Air – the Mystery of Air enables control of the air. Instantaneous movement between points on the board is allowed.
 1. **Return to Settlement** - Fellowships with an Air Mage may travel back to a Settlement for 4 movement units from anywhere on the board. *May be used multiple times per turn. Must have Air Mage in Fellowship.*
 2.
 - a. **Air Travel** - Up to 5 Mages, including 1 Air Mage may travel from one Settlement to another Settlement. *May be used ONCE per turn. Must have Air Mage in travelling group.*
 - b. **Hover** - Fellowships with Air Mages can pass over (but not stop) Lakes and Rivers for +1 Movement. *May be used multiple times per turn. Movement costs 1 unit more than standard space cost. Must have Air Mage in Fellowship.*
 3.
 - a. **Arial Resupply** - Air Mages in Settlements can be sent to Fellowships during Cleanup Phase of turn. Air Mages may come from multiple Settlements and go to multiple Fellowships. *May be used ONCE per turn, at end of turn. May be used AFTER Arial Transport.*
 - b. **Arial Transport** - Air Mages may carry 1 other Mage from a Fellowship to any other Fellowship during Cleanup Phase of turn. Each Air Mage may transport another Mage only once per turn. *May be used ONCE per turn, at end of turn. May be used BEFORE Arial Resupply.*
 4. **Arial Deployment** - (Requires: *Arial Resupply*) - Air Mages in Settlements can be sent to Fellowships before Movement Phase of turn. Air Mages may come from multiple Settlements and go to multiple Fellowships. *May be used ONCE per turn.*

- **Water** – the Mystery of Water enables control of water. Travel across bodies of water is allowed.
 1. **River Crossing** - Fellowships with a Water Mage may cross Rivers. *May be used multiple times per turn. Must have Water Mage in Fellowship.*
 2.
 - a. **Lake Crossing** - Fellowships with a Water Mage may cross, but not stop on, Lake spaces. *May be used multiple times per turn. Must have Water Mage in Fellowship.*
 - b. **River Experience** - +1 Experience for each settlement with a Water Mage next to a River. *Must have Water Mage in Settlement.*
 3.
 - a. **Lake Visits** - (Requires: *Lake Crossing*) - Fellowships with a Water Mage may stop on Lake spaces. You must have this ability to visit Action Spaces on Lakes. *May be used multiple times per turn. Must have Water Mage in Fellowship.*
 - b. **Water Bounty** - +1 Population for each settlement with a Water Mage next to a Lake. *Must have Water Mage in Settlement.*
 4. **Water Support** - Water Mages can support each other during battle. Attacking or Defending players may stack Water Mages with each other during battle setup. *May be used during all battles. Must have multiple Water Mages in Fellowship or Settlements.*

- **Fire** – the Mystery of Fire enables control of fire. Battle abilities are increased.
 1. **Beast Defense** - Fire Mages have +2 Defense Strength against Beasts. *May be used multiple times per turn.*
 2.
 - a. **Beast Offense** - Fire Mages have +2 Attack Strength against Beasts. *May be used multiple times per turn.*
 - b. **Beast Resilience** - Fire Mages have +2 Resilience against Beasts. *May be used multiple times per turn.*
 3.
 - a. **Battle Defense** - Fire Mages have +2 Defense Strength against opponents in battle. *May be used multiple times per turn. Increased Resilience by 2 points against opponents.*
 - b. **Battle Resilience** - Fire Mages have +2 Resilience against opponents in battle. *May be used multiple times per turn.*
 4. **Battle Offense** - (Requires: *Battle Defense* and *Battle Resilience*) - Fire Mages have +2 Attack Strength against opponents in battle. *May be used multiple times per turn.*

- **Life** – the Mystery of Life enables control of life forces. Recovery from battle is increased.
 1. **Healthy Lifestyles** - +1 Health for all members of Fellowship or Settlement. *May be used multiple times per turn. Must have Life Mage in Fellowship or Settlement.*
 2.
 - a. **Life Support** - Life Mages can support other Mages in battle. Attacking or Defending players may stack Life Mages with other Mages during battle setup. *May be used during all battles. Must have Life Mages in Fellowship or Settlements.*
 - b. **Beast Endurance** - Life Mages cannot be killed by Beasts. When rolling dice to see what Mages perish, Life Mages never perish as the result of a Beast attack. *May be used multiple times per turn.*
 3.
 - a. **Resistance Life** - Life Mages cannot be killed by lone Mages, except Death Mages – opponent must double up to kill a Life Mage. *May be used during any battle.*
 - b. **In Great Health** - Health +2 for all members of Fellowship or Settlement. *May be used multiple times per turn. Must have Life Mage in Fellowship or Settlement.*
 4. **Life Everlasting** - (Requires: Resistance Life and Beast Endurance) - Life Mages can only be killed by Death Mages. Other Mages and Beasts cannot kill Life Mages. *May be used during any battle.*

- **Death** – the Mystery of Death enables different control of life forces. Effectiveness in battle is increased.
 1. **Battle Effectiveness** - -1 Resilience for any Mages confronting a Death Mage in combat. *May be used during any battle.*
 2.
 - a. **Creeping Death** - Mages (except for other Death Mages or Life Mages) that are wounded by Death Mages do not recover from injuries, regardless of their Health. *May be used during all battles. Death Mages and Life Mages are not affected.*
 - b. **Life or Death** - Death Mages have +2 Attack Strength against Fellowships that do not have any Life Mages. *May be used during all battles.*
 3.
 - a. **Death Touch** - (Requires: *Creeping Death*) - -2 Resilience for any Mages confronting a Death Mage in combat. *May be used during all battles.*
 - b. **Death Touch: Beasts** - When battling Beasts, roll 2 dice, if there are more Death Mages in your Fellowship than number rolled you defeat any Beast without battle. *May be used multiple times per turn. Must have multiple Death Mages in Fellowship.*
 4. **Summon Beasts** - During battle against opponents, may attempt to summon a Beast from the Beast Deck to battle on your side. Only Beasts with battle stats may fight. Others are returned to the bottom of the Beast Deck. *May be used once per battle.*

- **Time** – the Mystery of Time enables divination. The ability to foretell and avoid certain situations is allowed.
 1. **Divination** - When moving a Fellowship with a Time Mage, you may peek at two unrevealed tiles within your movement range and decide which path to take. Do not show other players the unrevealed tiles. *May be used ONCE per Fellowship per turn. Must have Time Mage in Fellowship.*
 2.
 - a. **Forewarning** - If player has any Time Mages in play they may peek at the next card in the Beasts deck. *May be used ONCE per turn. Must have Time Mage in Fellowship or Settlement.*
 - b. **Premonition** - If player has any Time Mages in play they may peek at the next card in the Actions deck. *May be used ONCE per turn. Must have Time Mage in Fellowship or Settlement.*
 3.
 - a. **Omen** - (Requires: *Forewarning*) - When drawing from the Beasts deck, player may draw 2 cards and use their choice. *Must have Time Mage in Fellowship.*
 - b. **Prophecy** - (Requires: *Premonition*) - When drawing from the Actions deck, player may draw 2 cards and use their choice. *Must have Time Mage in Fellowship.*
 4. **Altering Timelines** - During battle, Time Mages and an equal number of other Mages may reposition before proceeding. *May be used once per battle.*

- **Illusion** – The Mystery of Illusion enables both deception and revealing truth.
- Altering abilities and revealing reality is facilitated.
1. **Cloaking** - During battle, Illusion Mages may take on the Attributes of any other Mage in the same Fellowship or Settlement, not including Abilities or Artifact effects. *May be used during all battles. Must have Illusion Mage in Fellowship or Settlements.*
 2.
 - a. **Martyr** - Player may sacrifice an Illusion Mage for +10 Experience Points. *May be used ONCE per turn. Must return Illusion Mage from play to appropriate Mage deck.*
 - b. **Transformation** - Player may change up to 3 Illusion Mages into any other Mages the player has a Level 1 Ability for. *May be used ONCE per turn. Must return Illusion Mage from play to appropriate Mage deck.*
 3.
 - a. **Mimic** - During battle, Illusion Mages may take on the Attributes of a Mage of any other Mystery, even if the player does not have Level 1 Ability for the Mystery. If the player does have Level 1 Ability for a Mystery Mimic will include Abilities and Artifact effects. *May be used during all battles. Must have Illusion Mage in Fellowship or Settlements.*
 - b. **Uncloak Action Spaces** - Player may uncover all covered Action Spaces on a single tile anywhere on the field of play. *May be used ONCE per turn. Must have Illusion Mage in play.*
 4. **Honesty in Battle** - (Requires: Transformation and Mimic) - During battle, opponent may not stack Mages. This overrides other Abilities that allow stacking. *May be used in any battle. Must have Illusion Mage in Fellowship or Settlement.*

List of Artifacts:

Name: The Orb of Mystery

Benefits:

+5 Victory Points

To acquire the Orb of Mystery you must draw 3 Beast cards and battle all three. You also get any beneficial qualities of any Beasts drawn if successful in acquiring Orb of Mystery.

The Great Equalizer

During combat, all Mages participating in combat from both sides have the following attributes:

Attack: 5

Defense: 5

Resilience: 5

Health: 5

Notes:

The Orb of Mystery is applied before any other played Artifacts.

Name: Ame-no-Murakumo-no-Tsurugi

Mystery: Air

Benefits:

Incapacitate Opponent Air Mages

Opponent's Air Mages do not participate in combat.

History:

This sword was discovered in the fourth tail of the eight headed serpent of Koshi when it was slain by Susanoo. The sword can control the wind and causes it to blow in the direction the sword is swung.

(Japanese)

Name: Armor of Achilles

Mystery: Fire

Benefits:

Increase Defense Strength +3, Resilience +3 for one Mage during combat.

History:

This armor, worn by the demi-god Achilles during the Trojan war, was created by Hephaestus and is impenetrable.

(Greek)

Name: Book of Thoth

Mystery: Illusion

Benefits:

Beasts -3 Defense

Or

Avoid Combat with opponent even if they select 'Fight'.

History:

The Book of Thoth is a book that contains two spells, one of which allows the reader to understand the speech of animals, and one of which allows the reader to perceive the gods themselves.

(Egyptian)

Name: Bow of Artemis

Mystery: Earth

Benefits:

Defeats All Beasts

Fellowships carrying the Bow of Artemis automatically defeat all Beasts without any battle.

History:

The Bow of Artemis is infused with the power of the hunt, wild animals, the wilderness, and the moon.

(Greek)

Name: *Cintāmaṇi Stone*

Mystery: Life

Benefits:

Increase Health +1 and Resilience +1 for all Mages during combat.

History:

The Cintāmaṇi Stone is able to grant wishes and desires, including extended life and invulnerability.

(Hindu/Buddhist)

Name: *Cup of Jamshid*

Mystery: Time

Benefits:

Reveal Mages

Before attacking an opponent, the opponent must reveal to the attacker what Mages make up the opponent's Fellowship or Settlement. The player then decides solely if there will be combat, trade, or to pass.

History:

Originally discovered in Persepolis in ancient times, the whole world was said to be reflected in it, and divinations within the cup were said to reveal deep truths.

(Persian)

Name: *Death's Scythe*

Mystery: Death

Benefits:

+2 Attack, +2 Defense for all Death Mages.

History:

In the hands of Death, the Harvester of Souls, this scythe reaps the lives of man and beast alike.

(Christian/Global)

Name: Excalibur

Mystery: Fire

Benefits:

Increase Attack +2 for one Mage &

Increase Defense +1 for Mages during combat.

History:

The enchanted sword Excalibur is unbreakable and has the power to summon lightning, glowing so brightly that it temporarily blinds the bearer's opponents.
(Arthurian/Britannic)

Name: Fountain of Oshun

Mystery: Life

Benefits:

+2 Health for all Mages and

Opponent Loses 1 Mage if losing a battle.

(Mage must not have perished in battle or from injuries – opponent's choice.)

History:

The waters that flow from the Fountain of Oshun reign over love, intimacy, beauty, wealth, and diplomacy. The waters can cure the sick and promote fertility, but watch out for Oshun's temper. When unleashed it can cause untold destruction.

(Yoruba/African)

Name: Freyja's Falcon Cloak

Mystery: Air

Benefits:

Increased Movement

Air Mages may transport up to 2 other Mages in up to 4 trips for 0 movement cost.

(Air Mage must return to original Fellowship/Settlement.)

History:

This cloak, made from the feathers of falcons, is said to enable the wearer to transform into a falcon and fly.

(Norse)

Name: *Gungnir, the Spear of Odin*

Mystery: Fire

Benefits:

Reduce Opponent Defense -1 for all opponent Mages or Beasts.

History:

Gungnir is the spear wielded by the father of the Norse gods, Odin. The spear is so well balanced that it will always hit its target, regardless of the skill of the thrower.
(Norse)

Name: *Horn of Gabriel*

Mystery: Death

Benefits:

Judgment Day

During combat, all opponent Mages that perish are captured instead of returned to their decks. This includes Mages that perish because of wounds.

History:

Gabriel's Horn was blown by the Archangel Gabriel to announce the arrival of Judgment Day.

(Judeo-Christian)

Name: *Kokopelli's Flute*

Mystery: Earth

Benefits:

+1 Population for all Villages and Towns reproducing each turn (die rolls of 1 become 2, 2s become 3).

History:

Kokopelli rules fertility, music, and trickery. His flute chases away the winter and brings about spring.

(Hopi/Native American)

Name: *Kongō*

Mystery: Time

Benefits:

Wisdom & Insight

+1 for every die rolled for producing Experience Points.

History:

A trident-shaped staff which emits a bright light in the darkness, and grants wisdom and insight.

(Japanese)

Name: *Lantern of Diogenes*

Mystery: Illusion

Benefits:

Forced Trade

When encountering another player you may force a trade. Your opponent must reveal all Mages in their Fellowship or Settlement and you choose what to take and give in exchange. Opponent must accept trade.

History:

When carried in daylight, the Lantern of Diogenes can reveal truth and honesty, if it should happen to exist at all.

(Greek)

Name: *Māui's Fishhook*

Mystery: Water

Benefits:

Increased Water Travel

Fellowships without a Water Mage can still travel across Lakes and cross Rivers.

Lakes cost 2 movement units and crossing a River costs 1 additional movement unit if there is no Water Mage in the Fellowship.

History:

Although Māui was not a very talented fisherman, his fishhook was imbued with the power to catch anything. One time it caught the sea floor and created the Hawaiian Islands.

(Polynesian)

Name: *Prince Housain's Flying Carpet*

Mystery: Air

Benefits:

Increased Movement

Air Mages may transport up to 3 other Mages in up to 2 trips for 0 movement cost.

(Air Mage may not return to original Fellowship/Settlement, Artifact travels with Air Mage.)

History:

Prince Husain, the eldest son of Sultan of the Indies, owned a magic carpet that could quickly fly riders to distant locations.

(Persian)

Name: *Prophecies of Myrddin*

Mystery: Time

Benefits:

Beast of Choice

When encountering a Beast select the top three cards and choose which Beast to encounter.

History:

Myrddin Wyllt was a Welsh prophet and madman from the late 6th century.

Myrddin was likely the inspiration for the Merlin of Arthurian legend and prophesized his own threefold death of falling, stabbing, and drowning.

(Welsh/Arthurian)

Name: *Ring of Dispel*

Mystery: Life

Benefits:

Negate Artifacts & Abilities

During combat, all opponent's Artifacts and Abilities are negated.

History:

The Ring of Dispel has the power to dispel any enchantment. Originally given to Sir Lancelot by the Lady of the Lake, the ring makes the wearer impervious to spells cast against them.

(Arthurian/Britannic)

Name: Ruyi Jingu Bang

Mystery: Water

Benefits:

Incapacitate Opponent Water Mages

Opponent's Water Mages do not participate in combat.

History:

This golden-banded staff can change its size, multiply itself, and fight according to the whim of its master. The staff once belonged to Ao Guang, the dragon-king of the Eastern Seas, and controls the ebb and flow of the ocean's tides.

(Chinese)

Name: Seal of Solomon

Mystery: Illusion

Benefits:

Summon Djinn

During Combat Battle with one added member:

Attack: 10

Defense: 8

History:

In the 10th century BCE King Solomon was able to control demons and djinn through the powers of his magic ring.

(Islamic/Judeo-Christian)

Name: Sessho-seki, the Killing Stone

Mystery: Death

Benefits:

Can Only Be Retrieved by Death Mage

If Fellowship attempts recovery and does not have a Death Mage one member of Fellowship perishes. If Fellowship or Settlement holding this Artifact loses its last Death Mage this Artifact is lost and the card returned to the bottom of the Artifacts deck.

History:

Sessho-seki is the transformed corpse of Tamamo no Mae, a beautiful woman who was exposed to be a kind nine-tailed fox working for an evil daimy. The stone kills anyone it comes into contact with.

(Japanese)

Name: *Shango's Drums*

Mystery: Fire

Benefits:

Summon Lightning

During Combat, battle with one added member:

Attack: 12

Defense: 12

History:

Shango's drums bring storms and can produce lightning and thunder. Shango hurls bolts of lightning at the people chosen to be his followers, leaving behind imprints on the land.

(Yoruba/African)

Name: *The Smoking Mirror of Tezcatlipoca*

Mystery: Earth

Benefits:

Reveal Hidden Terrain

Before Fellowship advances onto undiscovered terrain, the player may peek at one tile adjacent to their space (don't show other players) and decide how to move and/or place the tile.

History:

The Smoking Mirror is an obsidian mirror that the god Tezcatlipoca uses to see the whole cosmos. Tezcatlipoca created the Sun of Earth before Quetzalcoatl destroyed it, replacing it with the Sun of Water.

(Aztec)

Name: *The Tablet of Destiny*

Mystery: Earth

Benefits:

Land Transformation

While moving across the playing field, any already revealed tiles may be rotated before passing onto them if they do not contain a settlement. Other Fellowships rotate with the tile.

History:

The Tablet of Destiny is a set of clay tablets which hold the power of creation and destruction. Whoever possesses the clay tablets is said to have the power of the universe.

(Mesopotamian)

Name: *Tarnkappe*

Mystery: Air

Benefits:

Invisibility

Fellowships carrying Tarnkappe cannot be attacked or traded with. Any confrontation is a Pass.

History:

The Tarnkappe is an invisibility cloak that renders the wearer invisible.

(Norse)

Name: *Te Waka-a-Māui, the Canoe of Māui*

Mystery: Water

Benefits:

Increased Water Travel

Travel across water spaces for 0 movement cost. Fellowship must have a Water Mage to use this Artifact.

History:

When Māui rode in his canoe he was able to make it travel great distances at great speed. The canoe was also said to have formed the southern island of New Zealand.

(Polynesian)

Name: *Vishnu's Kaustubha Jewel*

Mystery: Water

Benefits:

+2 Resilience, -1 Health for all Water Mages.

History:

This divine jewel came from the ocean and represents pure consciousness in all luminous manifestations; however it also corrupts and infuses the wearer with greed.

(Hindu)

List of Beasts (and other Creatures):

Name: *Abaasy*

Disposition: Malevolent

Description:

You have encountered an Abaasy. Your Fellowship is under attack.

Battle Attributes:

Attack: 35

Defense: 17

Resilience: 16

History:

The abaasy are alleged to be the spirits of the long-time deceased who dwell near graves or deserted places and travel about causing destruction. Their chief Alyp Khara Aat Mogoidoon is a three-headed, six-armed and six-legged giant with body made of iron.

(Yakutic)

Name: *Abaia*

Disposition: Malevolent

Description:

You have encountered the great magical eel Abaia. Your Fellowship is under attack.

Battle Attributes:

Attack: 22

Defense: 20

Resilience: 10

If you encounter Abaia in water (a lake or adjacent to a river) Abaia receives +10 Attack Strength. Water Mages have +2 Defense against Abaia

History:

Abaia is a large eel which dwells at the bottom of freshwater lakes. Those who encounter Abaia are immediately overwhelmed by a large wave.

(Melanesian)

Name: *Aglaophotis*

Disposition: Benevolent

Description:

Your Fellowship has discovered Aglaophotis, which can be used to ward off evil. The next time your Fellowship encounters a Beast that is not benevolent you do not have to fight it. You may proceed onto the space and acquire any discovered Artifact.

Discard after use.

History:

Aglaophotis is a red flower related to the peony that is used for warding off demons, witchcraft, and fever.

(Greek)

Name: *Bai Zé*

Disposition: Benevolent

Description:

Baí Zé has given you knowledge of other creatures. Gain +10 Experience Points and the next time your Fellowship battles a Beast you immediately defeat the beast and gain +10 more Experience Points.

Stays with Fellowship. Discard after use.

History:

Baí Zé is a giant ox-like creature with a man's face, goat horns, and a lion's mane. It has three eyes on its head and more eyes and horns on its body. The Baí Zé knows the forms and habits of all 11,520 types of supernatural creatures in the world, and how to overcome their hauntings and attacks.

(Chinese)

Name: Baykok

Disposition: Malevolent

Description:

Your Fellowship has been attacked by Baykok. Defend yourself.

Battle Attributes:

Attack: 30

Defense: 12

Resilience: 10

History:

The Baykok is an extremely emaciated skeleton-like figure, with thin translucent skin and glowing red points for eyes. The Baykok only preys upon warriors, but does so ruthlessly, using invisible arrows or beating its prey to death with a club. The Baykok, after paralyzing or killing its prey, then devours the liver of its victim.
(Ojibway/Native American)

Name: Bugul Noz

Disposition: Benevolent

Description:

You have stumbled upon Bugul Noz. Despite his ugliness you agree to let him travel with you. The next time you are told to draw a Beast card Bugul Noz's ugliness scares off the Beast. You may skip drawing and move into the space unopposed.

Stays with Fellowship. Discard after use.

History:

Though not malicious, Bugul Noz is incredibly ugly, a fact which causes him distress. His appearance is so awful that even woodland animals avoid him.

(Celtic)

Name: *Cacus*

Disposition: Malevolent

Description:

You have encountered the fire-breathing giant Cacus. Your Fellowship is under attack.

Battle Attributes:

Attack: 40

Defense: 25

Resilience: 20

History:

Cacus was a fire-breathing giant and the son of Vulcan. He was killed by Hercules after terrorizing the Palatine Hill before the founding of Rome.

(Roman)

Name: *Centaur*

Disposition: Malevolent

Description:

You have encountered an enraged Centaur. Your Fellowship is under attack.

Battle Attributes:

Attack: 25

Defense: 12

Resilience: 12

History:

The centaur is a mythological creature with the head, arms, and torso of a human and the body and legs of a horse. These wild, untamed creatures were formidable warriors.

(Greek)

Name: *Centicore*

Disposition: Malevolent

Description:

You have encountered a Centicore. Your Fellowship is under attack.

Battle Attributes:

Attack: 26

Defense: 35

Resilience: 15

History:

The centicore, or yale, is a four legged, hooved beast with two spiral horns growing from its head that can be swiveled to point in any direction, allowing it to fend off attackers in any direction.

(Indian/European)

Name: *Chaneque*

Disposition: Malevolent

Description:

The Chaneque have found you. Your Fellowship is under attack. Roll 2 dice to see how many of these sprite-like beings are attacking you.

Battle Attributes:

Attack: 5 x Dice Roll

Defense: 3 x Dice Roll

Resilience: 3 x Dice Roll

History:

Chaneque are small, sprite-like beings, elemental forces and guardians of nature. These beings attack intruders, frightening them so their soul abandons their body, which the chaneques then enclose in the depth of the land. If the victim does not recover their soul through a specific ritual, he or she becomes ill and dies soon after.

(Aztec)

Name: Dokkaebi

Disposition: Indeterminate

Description:

Dokkaebi enjoy playing tricks on bad people and rewarding good people. Receive -2 Experience points for every Fire or Death Mage in your Fellowship and +2 Experience Points for every other Mage in your Fellowship.

Discard after use.

History:

Although usually frightening, Dokkaebi are grotesque-looking goblins. Dokkaebi love mischief and playing mean tricks on bad people and rewarding good people with wealth and blessings.

(Korean)

Name: Dragon Hatchling Nest

Disposition: Malevolent

Description:

You have encountered a nest of Dragon Hatchlings. They smell fresh meat and attack. Roll 1 die to see how many Dragon Hatchlings attack.

Battle Attributes:

Attack: 8 x Dice Roll

Defense: 7 x Dice Roll

Resilience: 6 x Dice Roll

History:

Dragons feature in mythology from both the west and the east. European dragons were depicted as more lizard-like, with wings and often breathing fire. Asian dragons were depicted more serpent-like.

(European/Greek/Asian)

Name: *Draugar*

Disposition: Malevolent

Description:

You have encountered a Draugar. Your Fellowship is under attack.

Battle Attributes:

Attack: 28

Defense: 18

Resilience: 22

History:

Draugar possess superhuman strength, can increase their size at will, and carry the unmistakable stench of decay. They are undead corpses that exist to guard treasure and wreak havoc on living beings.

(Norse)

Name: *Ekek*

Disposition: Malevolent

Description:

You have encountered an Ekek. Your Fellowship is under attack.

Battle Attributes:

Attack: 30

Defense: 26

Resilience: 21

Air Mages have +1 Attack against Ekek.

History:

Ekek are winged-humans who at night search for victims. They hunger for flesh and blood.

(Philippine)

Name: Eloko

Disposition: Malevolent

Description:

You have stumbled upon an Eloko burrow. Your Fellowship is under attack. Roll 1 die to see how many of these sprite-like beings are attacking you.

Battle Attributes:

Attack: 6 x Dice Roll

Defense: 3 x Dice Roll

Resilience: 3 x Dice Roll

History:

The Eloko live in hollow trees and are dressed only in leaves. They have no hair; only grass grows on their bodies; they have piercing eyes, snouts with mouths that can be opened wide enough to admit a human body, alive or dead, and long, sharp claws. They guard treasures and possess little bells, which are able to cast a spell on passers-by.

(Aztec)

Name: Fachen

Disposition: Malevolent

Description:

You have awoken a sleeping a Fachen. Your Fellowship is now under attack.

Battle Attributes:

Attack: 25

Defense: 13

Resilience: 23

History:

The fachen has half a body, a single eye, a mane of feathers, a single mangled, arm-like appendage jutting out from its torso, and a single foot. It can induce heart attacks and mutilates its victims before devouring them. It can destroy an orchard with a chain in its one arm in a single night.

(Irish/Scottish)

Name: Fext

Disposition: Malevolent

Description:

Your Fellowship has been attacked by a Fext. Defend yourself.

Battle Attributes:

Attack: 32

Defense: 25

Resilience: 22

History:

The Fext is an undead being with superhuman strength, durability, stamina, and dexterity. Fext always possess some sort of recuperative ability.

(Slavic)

Name: Gamayun

Disposition: Benevolent

Description:

Your encounter with a Gamayun has been fruitful. You have been bestowed with knowledge. The next time you are to draw an Action Card you may draw the top three cards and choose which one you want.

Stays with Fellowship. Discard after use.

History:

Gamayun is a symbol of wisdom and knowledge, a talking bird with a woman's head who foretells the future and tells fortunes.

(Russian)

Name: Gaecko

Disposition: Malevolent

Description:

Gaecko has attacked during the night. Your Mages must scramble to defend themselves against the unexpected attack. -2 Defense for all Mages.

Battle Attributes:

Attack: 28

Defense: 16

Resilience: 10

History:

Gaecko is the spirit of the night who attacks all those who try to show off as brave in the night, boasting of not fearing the darkness.

(Basque)

Name: Gryphon

Disposition: Benevolent

Description:

You have found a Gryphon guarding a treasure of mystical scrolls of knowledge.

Gain +15 Experience Points.

Discard after use.

History:

The gryphon is a legendary creature with the body, tail, and back legs of a lion; the head and wings of an eagle; and an eagle's talons as its front feet. Griffins are known for guarding treasure and priceless possessions.

(Greek/Persian/Egyptian)

Name: *Ha-inu*

Disposition: Benevolent

Description:

Ha-inu has decided to tag along with you and protect you from thieves. The next time an opponent attempts to steal an Artifact from you Ha-inu retrieves any Artifacts under attack and brings them to a safe Settlement or Fellowship. Stays with Fellowship. Discard after use.

History:

Ha-inu is a dog with great, wide wings. Ha-inu are quite gentle and benevolent. They will seek Humans in danger and help them in any ways they can, being especially protective of children. Ha-inu will bark to summon a great wind to drive off bandits.

(Celtic)

Name: *Hakutaku*

Disposition: Benevolent

Description:

You have discovered a Hakutaku. The Hakutaku has predicted a plague that you can protect yourself from. The next time a Plague Action Card is drawn by any player it may be ignored.

Discard after use.

History:

According to legend, a hakutabe once predicted that a deadly plague would devastate the Mount Tateyama area in Japan. The beast prescribed that its own image be used as a talisman to ward off the disease.

(Japanese)

Name: Hippogriff

Disposition: Benevolent

Description:

Your Fellowship has discovered a herd of Hippogriff. They will assist you in your travels. This Fellowship may move again this turn.

Discard after use.

History:

A hippogriff is a winged horse with the head and upper body of an eagle. It is able to be ridden and is extremely fast, able to fly around the world and to the moon.

(Celtic)

Name: Ichchhadhari Nag

Disposition: Malevolent

Description:

You have encountered an ireful Ichchhadhari Nag. Ichchhadhari Nag has -2 Attack Strength for each Illusion Mage in your Fellowship.

Battle Attributes:

Attack: 45

Defense: 16

Resilience: 15

History:

Ichchhadhari Nag is a shape shifting, venomous serpent that can take the form of any living thing, but prefers to be in the form of a human being. The serpent can be controlled using pungi, the musical instrument used by snake charmers.

(Indian)

Name: *Ijiraq***Disposition: Malevolent****Description:**

You have found an Ijiraq. The Ijiraq won't prevent you from entering a space or acquiring an Artifact, but instead steals your children. On your next Growth phase you produce no new Mages.

History:

An ijiraq is a shape shifter who kidnaps children and hides them away and abandons them. Ijirait can be perceived out of the corner of your eye, but if you try to observe them directly however, they are completely elusive.

(Inuit)

Name: *Itsumade***Disposition: Malevolent****Description:**

Your Fellowship has disturbed an Itsumade. An epidemic is released. All Settlements and Fellowships on adjacent or diagonal tiles to this one have 2 Mages killed, including this Fellowship. Your Fellowship may still advance to this space and acquire any Artifact discovered.

History:

Itsumade is an ominous fire-breathing bird –like creature with the body and wings of an eagle, the head of a lion, and the tail of a serpent. Itsumade appear during times of plague.

(Japanese)

Name: Jorogumo

Disposition: Malevolent

Description:

Your Fellowship has stumbled into a Jorogumo lair. Your Fellowship is under attack.

Battle Attributes:

Attack: 55

Defense: 20

Resilience: 16

History:

When a Jorogumo spider turns 400 years old, it gains magical powers and can change its appearance into that of a beautiful woman. She binds her victims in spider silk threads in order to devour the unsuspecting person as her next meal.

(Japanese)

Name: Jumbee

Disposition: Malevolent

Description:

Your Fellowship is attacked by a Jumbee. Defend yourself!

Battle Attributes:

Attack: 25

Defense: 23

Resilience: 23

History:

Jumbee are soulless, malevolent spirit entities, always thirsty for battle and fresh victims. The jumbee is not a wispy, smokey or fog like creature. Instead, it casts a much darker, more sinister figure.

(Caribbean)

Name: Kee-wakw

Disposition: Malevolent

Description:

You have disturbed a Kee-wakw. Your Fellowship is under attack.

Battle Attributes:

Attack: 30

Defense: 22

Resilience: 18

History:

Kee-wakws are evil half-animal half-human, man-eating ice giants. A kee-wakws was once a human being who either became possessed by an evil spirit or committed a terrible crime (especially cannibalism or withholding food from a starving person), causing his heart to turn to ice.

(Abenaki/Native American)

Name: Krasue

Disposition: Malevolent

Description:

A Krasue has found your Fellowship. They must destroy her headless body before her bodiless head destroys them.

Battle Attributes:

Attack: 28

Defense: 19

Resilience: 20

History:

The krasue is a disembodied female head that glows while it hovers around with its heart, stomach, and intestines dangling from its neck. It hunts nightly, seeking blood to drink or raw flesh to devour. It hides its headless body at night, but must rejoin it before daybreak. Destroying the headless body of the krasue is fatal to the spirit.

(Thai/Cambodian/Vietnamese)

Name: *Lamassu*

Disposition: Benevolent

Description:

Add this card to one of your Settlement's population and if the Settlement is attacked Lamassu will help defend. Discard after use.

Battle Attributes:

Attack: 20

Defense: 35

Resilience: 10

History:

Lamassu is a protective celestial spirit. Human above the waist and a winged bull below the waist, it also has the horns and the ears of a bull. The lamassu are household protective spirits placed as sentinels at entrances.

(Assyrian)

Name: *La Sagenas de Diable (Devil's Snare)*

Disposition: Malevolent

Description:

While sleeping, your camp has been overgrown by carnivorous Devil's Snare vines. One Mage is killed. If Devil's Snare is protecting an Artifact you may retrieve the Artifact, but still lose a Mage.

History:

Devil's Snare is a plant that can drain the blood of any living thing which comes within its death-dealing touch. The blood is drawn off the victim and the carcass or refuse then dropped. Its voracity is almost beyond belief.

(Nicaraguan)

Name: *Madremonte*

Disposition: Indeterminate

Description:

If you have fewer Earth and Water Mages than other Mages in your Fellowship, send other Mages to your nearest settlements until Earth and Water Mages equal the number of other Mages. If you have no Earth or Water Mages in your Fellowship, send everyone back to settlements. If you have Earth or Water Mages, your Fellowship may still advance to this space and acquire any Artifact discovered.

History:

Madremonte is the Mother of the Forest. She is protective of nature and the forest animals and unforgiving when humans enter their domains to alter or destroy them.

(Colombian)

Name: *Luduan*

Disposition: Benevolent

Description:

Luduan demand the truth. During battle with an opponent their Illusion Mages may not participate. Luduan will only be activated when a battle involves opponent Illusion Mages.

Discard after use.

History:

Luduan have an insatiable desire to know the truth. Luduan have the ability to detect what is truth and what is a lie. They are able to "force" humans and other creatures to tell them the truth with a mere hand gesture.

(Chinese)

Name: *Minotaur*

Disposition: Malevolent

Description:

You have encountered an enraged Minotaur. Your Fellowship is under attack.

Battle Attributes:

Attack: 30

Defense: 15

Resilience: 18

History:

The Minotaur was a creature with the head of a bull on the body of a man. This monstrous beast feasts on the flesh of men.

(Minoan/Greek)

Name: *Mokoi*

Disposition: Malevolent

Description:

If you have any Death Mages in your Fellowship they perish and you may not proceed onto the space or acquire any Artifact. If you do not have a Death Mage in your fellowship you may advance to this space and acquire any Artifact discovered.

History:

Mokoi is an evil spirit that kills sorcerers who use black magic. Mokoi is also known to kidnap children at night to eat them.

(Aboriginal Australian)

Name: Muse

Disposition: Benevolent

Description:

You have discovered a Muse. Gain +10 Experience Points. You may also gain any Illusion, Time, or Air ability for half of its standard Experience Points cost, but it must be purchased now.

Discard after use.

History:

The Muses are the personification of knowledge and the arts, especially literature, dance and music. Muses are responsible for the inspiration of literature, science, and the arts. They are the source of knowledge, generally related orally in poetic lyrics and myths.

(Greek)

Name: Nagweyaabi-aandeg (Rainbow Crow)

Disposition: Benevolent

Description:

Rainbow Crow has brought you a gift of knowledge. You receive +15 Experience Points.

Discard after use.

History:

During a cold winter, the animals of the earth decided to send a messenger to the Great Sky Spirit to ask for relief. The Rainbow Crow, the most beautifully feathered bird, offered to make the arduous journey. He was rewarded by the Great Spirit with the gift of fire. On his return journey the fire scorched his plumage black, with only hints of his previous color, and his voice became rough and hoarse by the smoke.

(Lenape/Native American)

Name: *Nargun*

Disposition: Malevolent

Description:

You have wandered into the den of a Nargun. Your Fellowship is under attack.

Battle Attributes:

Attack: 42

Defense: 30

Resilience: 28

History:

The half-human Nargun is all stone except for its hands, arms and breast. The fierce creature drags unwary travelers into its den, and any weapon directed against it is turned back on its owner.

(Aboriginal Australian)

Name: *Ojáncanu*

Disposition: Malevolent

Description:

You have encountered an Ojáncanu. Your Fellowship is under attack.

Battle Attributes:

Attack: 35

Defense: 23

Resilience: 13

History:

Ojáncanu is a giant of superhuman strength characterized by his single eye, long beard, and red hair. He is constantly doing evil deeds such as pulling up rocks, destroying huts and trees, and blocking water sources. One must pull out the only white hair of his beard to kill him.

(Cantabrian)

Name: *Pelesit*

Disposition: Indeterminate

Description:

You have summoned a Pelesit. The next time a Mage in this Fellowship dies, you steal one Artifact from any opponent but also lose -10 Experience Points.

Stays with Fellowship. Discard after use.

History:

Pelesit is a dark spirit works as a servant for its master. It demonizes people and causes chaos in society. The master uses the pelesit is to attack someone randomly. Then the master will ‘exorcise’ the so-called demon inside the victim in exchange for something of value. Upon its master’s death, the pelesit will create havoc among the local inhabitants of its master's village.

(Malay)

Name: *Phoenix*

Disposition: Benevolent

Description:

You have encountered a Phoenix. The Phoenix bestows regenerative powers. In the next Combat for this Fellowship no members will perish, even if defeated.

Stays with Fellowship. Discard after use.

History:

The phoenix is a long-lived bird that is cyclically regenerated or reborn. A phoenix perishes with a burst of flame and obtains new life by arising from the ashes of its predecessor.

(Phoenician/Greek)

Name: *Qalupalik*

Disposition: Malevolent

Description:

Qalupalik has attacked your camp. If you are on or adjacent to a lake, 3 non-Water Mages perish. If you are further from water, 1 non-Water Mage perishes. You may still advance to this space and acquire any Artifact discovered.

Battle Attributes:

Attack: 30

Defense: 12

Resilience: 10

History:

Qalupalik are human-like creatures that live in the sea, with long hair with green skin and long finger nails. They are known for abducting people that wander too close to the water.

(Inuit)

Name: *Raskovnik*

Disposition: Benevolent

Description:

A Mage in your Fellowship has discovered the herb Raskovnik. The next time this Fellowship lands on a space with an Action Indicator you discover an Artifact without needing to draw a card.

Stays with Fellowship. Discard after use.

History:

Raskovnik is a magical herb that has the ability to unlock or uncover anything that is locked or closed.

(Russian)



Name: Sarimanok

Disposition: Benevolent

Description:

The Sarimanok has brought you good fortune! You may increase your Experience Points by +5 for every Air or Water Mage in your Fellowship.

Discard after use.

History:

The Sarimanok is a legendary bird with colorful wings and feathered tail. They love fish and will often have a fish in its beak or talons. It is said to be a symbol of good fortune.

(Philippine)

Name: Singa

Disposition: Benevolent

Description:

Singa are extremely protective. During your next combat, all Mages get +2 Defense and +1 Resilience.

Discard after use.

History:

The singa is a benevolent dragon-lion, known for its protective power.

(Indonesian)

Name: Sphinx

Disposition: Indeterminate

Description:

Your way is blocked by a Sphinx. Do you know the answer to her riddle? "Which creature has one voice and yet becomes four-footed and two-footed and three-footed?" Roll a die and if you roll a 2, 3, or 4 you answered 'Man' and may proceed. If you roll a 1, 5, or 6 you answered incorrectly. One Mage is killed and you may not proceed.

History:

The sphinx has the haunches of a lion, the wings of a great bird, and the face of a woman. Those who cannot answer her riddle are killed and eaten by this ravenous monster.

(Egyptian/Greek)

Name: *Tikbalang*

Disposition: Malevolent

Description:

Your Fellowship has been led astray by a Tikbalang. Roll 1 die to see how many spaces to move in the direction of the space you were trying to move from. Stop if you reach uncharted territory. Do not factor in movement costs for spaces. You do not acquire any discovered Artifact.

History:

Tikbalang is a tall, bony humanoid creature with a horse's head and disproportionately long limbs, to the point that its knees reach above its head when it squats down. Tikbalangs like to lead travelers astray.

(Philippine)

Name: *Toyol*

Disposition: Benevolent

Description:

A Toyol will do your bidding. You may steal one Level 2 Ability card from an opponent, or one Level 1 Ability card from the resource piles.

Discard after use.

History:

A toyol is a diminutive, child-like spirit that will act as a servant to its master. Toyol are often used for selfish but petty gains. The spirits are used for theft, sabotage and other minor crimes. The toyol is kept in a jar or an urn, and hidden away in a dark place until needed.

(Malay)

Name: *Umdhlebi*

Disposition: Indeterminate

Description:

You have discovered the highly toxic Umdhlebi tree. Roll 1 die. If you roll a 3 or higher you collected a sample successfully and may proceed. The next time you battle an opponent you may kill one of your opponent's Mages before battle. If you roll a 1 or 2 the Umdhlebi has poisoned one Mage in your Fellowship.

Stays with Fellowship if successful. Discard after use.

History:

The Umdhlebe is extremely toxic, poisoning any living thing upon approach.

(Zulu)

Name: *Unicorn*

Disposition: Benevolent

Description:

You have encountered a Unicorn. Unicorns bestow health on those that encounter them. In the next Combat for this Fellowship, increase Health +2 for each member of the Fellowship.

Stays with Fellowship. Discard after use.

History:

The unicorn is a legendary animal that has been described since antiquity as a beast with a large, pointed, spiraling horn projecting from its forehead. Its horn was said to have the power to render poisoned water potable and to heal sickness.

(Indus Valley/Greek/European)

Name: *Unk Cekula*

Disposition: Malevolent

Description:

Unk Cekula is rampaging through your Fellowship. Defend yourself.

Battle Attributes:

Attack: 32

Defense: 26

Resilience: 12

History:

Unk Cekula is a massive reptilian beast with a long scaly body and natural armor that is almost impenetrable. His eyes burn with wrathful hunger, his claws are like iron, and his voice rages like thunder rolling in the clouds. The Unk Cekula feed on people.

(Lakota/Native American)

Name: *Valkyrie*

Disposition: Benevolent

Description:

The Valkyries carry away the battle slain. During your next combat all the slain Mages (yours and your opponents) get sent to your settlements. Acquire any Level 1 Abilities for newly acquired Mages.

Discard after use.

History:

A Valkyrie is one of a host of female figures who decide which soldiers die in battle and which live. The valkyries bring their chosen to the afterlife hall of the slain.

(Norse)



Name: Vâlva Comorilor

Disposition: Benevolent

Description:

Vâlva Comorilor is a protector of treasures. If you did not draw Vâlva Comorilor after discovering an Artifact you may draw and keep an Artifact now.

Discard after use.

History:

Vâlva are female spirits that walk the hilltops at night. The Vâlva include several types and Vâlva Comorilor is known for protecting treasures. Vâlva Comorilor can also signal the spot where treasures are buried.

(Romanian)

Name: Wyvern

Disposition: Malevolent

Description:

You have encountered a Wyvern. Your Fellowship is under attack.

Battle Attributes:

Attack: 40

Defense: 25

Resilience: 20

History:

The wyvern is a winged creature related to dragons. Wyverns possess a venomous bite, a reptilian body, two legs, and a barbed tail. They are aggressive fighters and will attack anything that isn't obviously more powerful than themselves.

(Germanic)

Name: Xing Tian

Disposition: Indeterminate

Description:

Despite being headless, Xing Tian is attacking your Fellowship. If you defeat Xing Tian he will join your fellowship and fight for you in your next battle.

Stays with Fellowship if successful. Discard after use.

Battle Attributes:

Attack: 25

Defense: 13

Resilience: 13

History:

During a battle, Xing Tian refused to give up, even after his decapitation. Despite being headless, with a shield in one hand and a battle ax in the other, he continues the fight, using for eyes his nipples and for a mouth his bellybutton.

(Chinese)

Name: Yara-ma-yha-who

Disposition: Malevolent

Description:

You have been ambushed by a group of Yara-ma-yha-who. Roll 2 dice to see how many are attacking you.

Battle Attributes:

Attack: 4 x Dice Roll

Defense: 2 x Dice Roll

Resilience: 1 x Dice Roll

History:

The Yara-ma-yha-who resembles a little red man with a very big head and large mouth with no teeth. It waits in trees until it can drop onto a victim and drain their blood using the suckers on its hands and feet. It then consumes the victim, drinks some water, and takes a nap. When it awakens, it regurgitates the person and repeats this process until the victim becomes a Yara-ma-yha-who.

(Aboriginal Australian)



Name: Yuxa

Disposition: Malevolent

Description:

You have encountered a Yuxa. Your Fellowship is under attack.

Battle Attributes:

Attack: 31

Defense: 27

Resilience: 17

History:

The Yuxa is a 100 year old snake-like creature with a dragon's head and a barbed tail. It is extremely venomous, can breathe fire, and can appear as handsome young men and beautiful young women to seduce, protect or terrify the people around. Yuxa can be identified because they will not have a belly button.

(Tartar)

Name: Zhar-Ptitsa

Disposition: Indeterminate

Description:

You have captured a Zhar-Ptitsa (Firebird). Receive -5 Experience Points, but for every Fire Mage in your Fellowship receive +5 Experience Points.

Discard after use.

History:

Zhar-Ptitsa is a large bird with majestic plumage that glows brightly, emitting red, orange, and yellow light, like a bonfire. The feathers do not cease glowing if removed, and one feather can light a large room if not concealed. The Firebird is both a blessing and a bringer of doom to its captor.

(Slavic)

Name: Žiburinis

Disposition: Malevolent

Description:

A Žiburinis is terrorizing your Fellowship. They must defend themselves.

Battle Attributes:

Attack: 27

Defense: 23

Resilience: 22

History:

Žiburinis is a phosphorescent skeleton that appears in forests and graveyards.

Žiburinis can kill with a touch and is extremely difficult to destroy.

(Lithuanian)

List of Mystical Sites:

1. Hall of Records (Egyptian) - Desert

- The Hall of Records is a mythical library buried under the Great Sphinx of Giza. It is rumored to house the knowledge of the Egyptians in papyrus scrolls and even the history of the lost continent of Atlantis

2. Chinvat Bridge (Zoroastrian/Persian) - Hills

- The Chinvat Bridge is the sifting bridge which separates the world of the living from the world of the dead. All souls must cross the bridge upon death. The bridge is guarded by two four-eyed dogs.

3. Garden of the Hesperides (Greek) - Forest

- The Garden of the Hesperides is Hera's orchard in the west, where a grove of immortality-giving golden apple trees grow. The apples were planted from the fruited branches that Gaia gave to Hera as a wedding gift when Hera accepted Zeus. The Hesperides were given the task of tending to the grove, but occasionally plucked from it themselves. Not trusting them, Hera also placed in the garden a never-sleeping, hundred-headed dragon named Ladon as an additional safeguard.

4. Tlillan-Tlapallan (Aztec) - Grasslands

- Tlillan-Tlapallan, 'Place of the black and red color' is a legendary place on the Gulf Coast of Mexico where king Quetzalcoatl went on his flight from Tollan in order to burn himself and change into the Morning Star.

5. Temple at Uppsala (Norse) - Mountain

- The Temple at Uppsala was a Norse religious center supposedly located at what is now Gamla Uppsala. The temple was "adorned with gold" and the

people there worshiped statues of three gods that sit on a triple throne. Thor sat in the central throne, while Odin and Freyr were seated on the thrones to the sides of him. Near the temple stood a massive tree with far-spreading branches, which was evergreen both in summer and winter. At the tree was also a spring, called Urðarbrunrr, where sacrifices were held. Urðarbrunrr was one of three wells existing beneath three roots of Yggdrasil, the World Tree, that reach into three distant, different worlds; the other two wells being Hvergelmir, located beneath a root in Niflheim, the cold, dark, misty world of the dead, and Mímisbrunrr, located beneath a root in Jötunheimr, near the home of the jötnar or frost giants.

6. **Ama-no-Iwato (Japanese) – Cave - Hills**

- Susanoo, the Japanese god of the seas, was the one who drove Amaterasu, the goddess of the sun, into Ame-no-Iwato. This caused the sun to hide for a long period of time. In order to get Amaterasu out of the cave the other gods threw a party outside. When she heard the noise she got curious and peeked but got blinded by the mirror Yata no Kagami and so she thought they were celebrating the arrival of an even greater and brighter goddess than herself, though in reality it was her own mirror image. Then Ame-no-tajikarao forced the cave to open up the rest of the way and the world was bathed in light once again. As Amaterasu stepped out of the cave a holy seal was applied to it so that she couldn't go back into hiding.

7. **Well of Cérlind (Irish) - Lake**

- According to the legend of Cormac mac Art, the well stands in the hall of the fairy king Manannán mac Lir. In one legend, the well was home to the one Salmon of Wisdom until it was caught by the poet Finn Eces. Nine sacred hazels of wisdom surround the well, blooming and fruiting in the same hour. Eating the hazelnuts that fell into the well, drinking the well water when the hazelnuts fell in, or eating the salmon that ate the hazelnuts granted knowledge and poetic inspiration. The well was accordingly sought out by many poets and philosophers. Only the god Nechtan and his cupbearers were meant to approach the well. The goddess Boann approached the well of Nechtan and circled it three times anti-clockwise, causing the waters to rise up and rush to the sea, becoming the River Boyne. Seven rivers of knowledge are said to flow from the Well of Cérlind, including the Boyne, the Shannon, the Nore, the Barrow, and the Slaney.

8. **Daedalus' Labyrinth (Minoan) - Grassland Island**

- The Labyrinth was created by Daedalus for King Minos of Crete to hold the Minotaur, a mythical creature that was half man and half bull. The Minotaur, being the unnatural offspring of man and beast, had no natural source of nourishment and thus devoured man for sustenance. Minos, after getting

advice from the oracle at Delphi, had Daedalus construct a gigantic labyrinth to hold the Minotaur. Its location was near Minos' palace in Knossos.

9. Tower of Babel (Babylonian) - Mountain

- The Tower of Babel forms the focus of a story told in the Book of Genesis of the Bible. According to the story, after the Great Flood, all people spoke a single language and migrated from the east came to the land of Shinar. There people sought to settle permanently and build a city and tower that would reach to heaven. When God saw the city and tower He observed that as one nation with one language, nothing that they sought would be out of their reach, including heaven. God went down from heaven and confounded their speech, so that they could not understand each other, and scattered them over the face of the earth. The people stopped building the tower and city. The city was then called Babel, after the Hebrew word *bālāl*, meaning to jumble. This explains why humans are scattered around the globe and why there are so many different languages.

List of Special Discoveries:

Beneficial Discoveries:

Mystical Scrolls

You have discovered scrolls with ancient wisdom. You may increase your Experience Points by 10.

Baby Boom

Your settlements have been productive. Add 1 Mage card to each Village and Town.

Relic Map

You have discovered a relic map. You may flip over any 2 hidden tiles.

Espionage

Your Mages were successful at an espionage mission. You may steal one Level 2 Ability from an opponent.

Harmful Discoveries:

Plague!!!

You have discovered a magical plague! Remove 1 Mage card from each Fellowship, Village and Town. Remove 2 Mages from the discovering Fellowship.

Treason!!!

One of your Mages has committed treason. Lose 10 Experience Points and give them to an opponent.

(If you don't have 10 Experience Points give all that you have.)

List of Spells:

Name: *Beast Taming*

Mysteries: *Earth / Life*

Description:

When encountering a Beast, roll a die. If you roll an even number you may tame a malevolent Beast. Instead of fighting the Beast, it will join your Fellowship and stay with you until the next battle (with either an opponent or another Beast). The Beast will then fight on your side. Your opponent or attacking Beast must overcome the effects of the Beast travelling with your Fellowship before combat with your Fellowship.

Restrictions:

Must have Earth and Life Mages in Fellowship or Settlement.

Name: *Enchant Beast*

Mysteries: *Air / Illusion*

Description:

For every pair of 1 Air & 1 Illusion Mage in your Fellowship you may enchant 1 Beast travelling with an enemy Fellowship on same tile as you. The Beasts are summoned to your Fellowship and will travel with you. Your opponent decides which Beast(s) to give you.

Restrictions:

Must have Air and Illusion Mages in Fellowship.

Cannot be used by Settlements.

Name: *Enchant Enemy*

Mysteries: *Air / Time*

Description:

Enchant your enemy and attract them to you. For every pair of 1 Air & 1 Time Mage in your Fellowship or Settlement you may enchant one opponent's Mages on the same tile as you and have one of them join your Fellowship. Opponent decides which Mage(s) to give you.

Restrictions:

Must have Air and Time Mages in Fellowship.

Cannot be used by Settlements.

Name: *Flummox Enemy*

Mysteries: *Water / Illusion*

Description:

After players have positioned Mages for battle, roll 1 die. The value rolled indicates the number of opponent Mages that may not participate in a battle. The Defending player in the combat chooses the Mages that do not participate. Mages are not rearranged after Spell is played.

Restrictions:

Must have Water and Illusion Mages in Fellowship or Settlement.

Name: *Move Again*

Mysteries: *Earth / Time*

Description:

A Fellowship with at least 1 Earth Mage and 1 Time Mage may move a second time during the Cleanup Phase 5. They may land on an Action space and follow through with any action, but may not engage in Combat or Trade with an opponent.

Restrictions:

Must have Earth and Time Mages in Fellowship.

Cannot be used by Settlements.

Name: Negate Spell/Artifact

Mysteries: Earth / Death

Description:

Negate the effects of one Spell or Artifact used by your opponent for every set of 1 Earth & 1 Death Mage in your Fellowship or Settlement.

Restrictions:

Must have Earth and Death Mages in Fellowship or Settlement.

Name: Protective Shield

Mysteries: Fire / Life

Description:

After Mages are positioned for battle, roll 1 die. Every Mage in Fellowship or Settlement has Defense Strength AND Resilience increased by value of die roll.
May be used in battle against opponents or Beasts.

Restrictions:

Must have Fire and Life Mages in Fellowship or Settlement.

Name: Reflect Spell

Mysteries: Fire / Time

Description:

A Spell cast against your Fellowship or Settlement is repelled back against the caster and the effects are reversed (i.e. you get any benefits of the Spell and the caster gets the damages).

Restrictions:

Must have Fire and Time Mages in Fellowship or Settlement.

Name: Revive Mages

Mysteries: Water / Life

Description:

After a battle, roll one die to see how many Mages can be revived. The value of the die roll indicates how many of your perished Mages may be revived.

You must have at least 1 Water and 1 Life Mage in the surviving members of your Fellowship or Settlement.

Restrictions:

Must have Water and Life Mages in Fellowship or Settlement.

Can only be used after battle with a Beast or opponent.

Name: Steal Artifact

Mysteries: Earth / Illusion

Description:

You may attempt to steal an Artifact from an opponent Settlement or Fellowship on same tile as your Fellowship. Roll one die to see if your spell is successful. If you roll an even number your spell is successful and you may select one Artifact that is with your opponent's Fellowship or Settlement.

Restrictions:

Must have Earth and Illusion Mages in Fellowship.

Cannot be used by Settlements.

Name: Steal Experience

Mysteries: Water / Time

Description:

If you have a Fellowship on the same tile as an opponent's Settlement you may roll 2 dice for each pair of 1 Water & 1 Time Mage in your Fellowship. The total rolled is the total Experience Points stolen from the opponent. You cannot steal more Experience Points than the opponent has.

Restrictions:

Must have Water and Time Mages in Fellowship.

Cannot be used by Settlements.

Name: Summon Action**Mysteries: Air / Death****Description:**

Your Fellowship may summon an Action card, even if it has not landed on an Action Space. The Fellowship must engage in the summoned Action, be it good or bad.

Restrictions:

Must have Air and Death Mages in Fellowship.

Cannot be used by Settlements.

Name: Summon Daemon**Mysteries: Fire / Illusion****Description:**

You may summon a daemon from the spirit world to help you in battle. Roll 3 different colored dice to determine the daemon's strength values. 1 red die for Attack, 1 white die for Defense, and 1 brown die for Resilience. The values of each die, multiplied by the number of pairs of 1 Fire & 1 Illusion Mage in your Fellowship or Settlement, are the daemon's strengths for the battle.

Restrictions:

Must have Fire and Illusion Mages in Fellowship or Settlement.

Name: Teleportation**Mysteries: Air / Life****Description:**

A Fellowship may Teleport spaces instead of moving - roll 1 die for every set of 1 Air & 1 Life Mage to see how many spaces you're your Fellowship will teleport to. Movement Costs do not matter (i.e. each space costs 1 pip on a die). Undiscovered tiles may be passed over, but are not revealed unless landed on.

Restrictions:

Must have Air and Life Mages in Fellowship.

Cannot be used by Settlements.

Name: Water Blast

Mysteries: Water / Death

Description:

If your Fellowship is adjacent to a lake they can roll a die and eliminate Mages from an opponent's Fellowship or Settlement. They can remove X Mages within Y spaces, where $X + Y =$ the value rolled on the die. Count spaces by moving adjacently (i.e. a diagonal space would count as 2 spaces away).

Restrictions:

Must have Water and Death Mages in Fellowship.

Cannot be used by Settlements.

Name: Weaken Beasts

Mysteries: Fire / Death

Description:

When faced with an attacking Beast or Beasts, roll 1 die to see how each Beast's strengths are reduced. Strengths for Attack, Defense, and Resilience are each reduced by the value rolled for each attacking Beast.

Restrictions:

Must have Fire and Death Mages in Fellowship.

Can only be used by Settlements if attacked by a Fellowship with Beasts.

List of Pieces:

- Game Tiles:
 - 75 Land Tiles – with 675 Spaces and 225 Action Spaces.
 - 100 Action Space Covers (small, green chips).
- Cards
 - 16 F-T-P Cards
 - 4 Fight Cards
 - 4 Trade Cards
 - 4 Pass tiles
 - 560 Mage Cards
 - 8=0 each Mystery x 8 Mysteries
 - 29 Artifact Cards
 - 60 Beast Cards
 - 20 Good Beasts
 - 33 Bad Beasts
 - 7 Indeterminate Beasts
 - 60 Action Cards
 - 16 Find Artifact Cards
 - 12 Special Discovery Cards
 - 8 Good Discoveries
 - 4 Bad Discoveries
 - 32 Encounter Beast Cards
 - 120 Ability Cards
 - 15 x 8 Mysteries
 - 4 x 1 Level 1 Cards
 - 3 x 2 Level 2 Cards
 - 2 x 2 Level 3 Cards
 - 1 x 1 Level 4 Cards
 - 16 Spell Cards
- General Pieces
 - Reference Sheet
 - General Stat Tracking Sheet
 - 10 D6 dice
 - 4 Mini Dry Erase Markers
- Player Pieces - Per Player x 4
 - Players:
 - 6 Fellowship Pieces numbered 1-6
 - 6 Fellowship Strength Tracking Cards
 - 4 Village pieces numbered 1-4
 - 3 Town pieces numbered 1-3
 - 4 Tracker tokens
 - 1 VP Marker
 - 3 EP Markers
 - 1 Statistic card

Credits:

Game design by: George Jaros

Special Thanks: Julie Zaborac, Mike Jaros, Sam Jaros

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