

1

CLEAR THINKING

ABILITY

◆ Exhaust to add 1 to your score in a Combat Test. This must be done just before the Test.

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1

BULLY

ABILITY

◆ Exhaust to change any Savvy Waylay into a Combat Waylay. A Waylay without a Combat Attribute can never become a Combat Waylay.

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1

BROAD-SHOULDERED

ABILITY

◆ Exhaust to add 1 to your score for any 1 Might Test. This must be done just before the Test.

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1

DIRTY FIGHTER

ABILITY

◆ Exhaust to add 1 to your score in any Combat Test. This must be done just before the Test.

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1

DEVILISH GRIN

ABILITY

◆ Exhaust to add 1 to your score in any Savvy Test. This must be done just before the Test.

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1

DEDUCTIVE REASONING

ABILITY

◆ Exhaust to add 1 to your score in any Resolve Test. This must be done just before the Test.

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1

PSYCHE OUT

ABILITY

◆ Exhaust to change a Combat Test into a Resolve Test.

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1

PERFECT BODY

ABILITY

◆ Exhaust to add 1 to your score in any Savvy Test. This must be done just before the Test.

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1

GORGEOUS

ABILITY

◆ Exhaust to change any Waylay involving a creature to a Savvy Waylay. A Waylay which does not have a Savvy Attribute cannot be changed to a Savvy Waylay.

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CLEAR THINKING

1

EXHAUSTED



BULLY

1

EXHAUSTED



BROAD-SHOULDERED

1

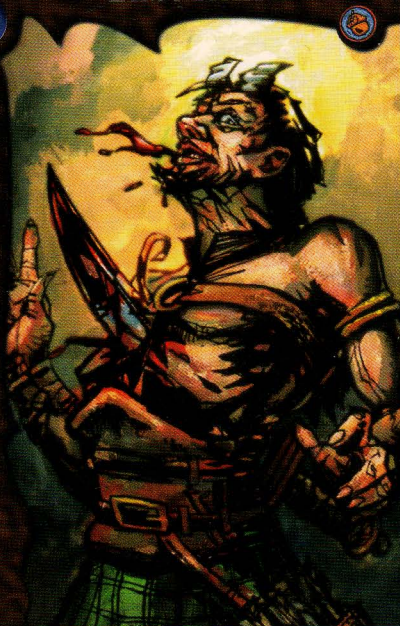
EXHAUSTED



DIRTY FIGHTER

1

EXHAUSTED



DEVILISH GRIN

1

EXHAUSTED



DEDUCTIVE REASONING

1

EXHAUSTED



PSYCHE OUT

1

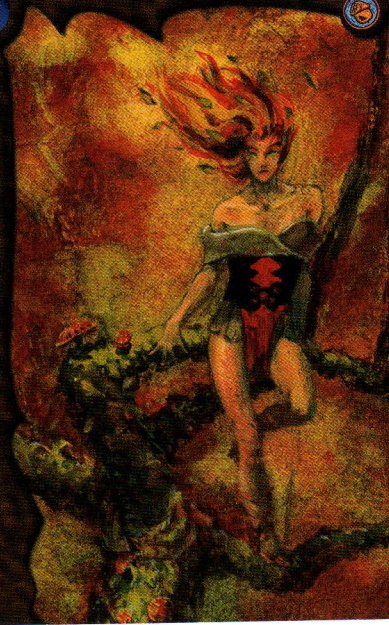
EXHAUSTED



PERFECT BODY

1

EXHAUSTED



GORGEOUS

1

EXHAUSTED



STEELY SINEWS

1

ABILITY



- ◆ Exhaust to add 1 to your score on any Combat Test. This must be done just before the Test.

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UNDERDOG

1

ABILITY



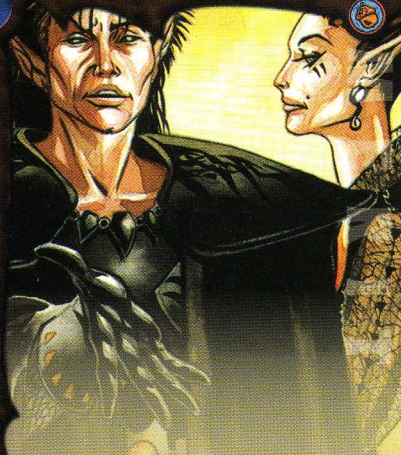
- ◆ Exhaust to add 2 to your Might for 1 Combat or Might Test when the opposing Might or Combat Attribute exceeds your Might Attribute by 3 or more points.

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WITTY REPARTEE

1

ABILITY



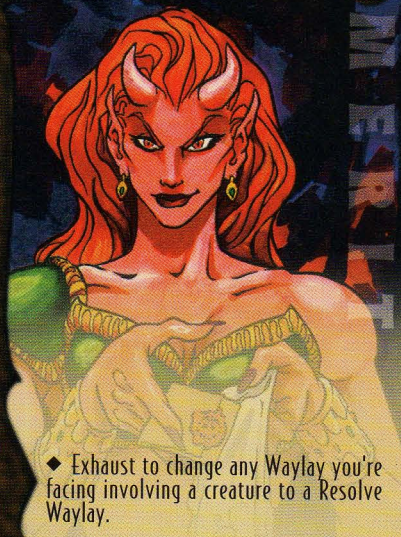
- ◆ Exhaust to change a Combat Test to a Savvy Test. A Waylay that does not have a Savvy Attribute cannot be changed to a Savvy Test.

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BLACKMAIL

2

ABILITY



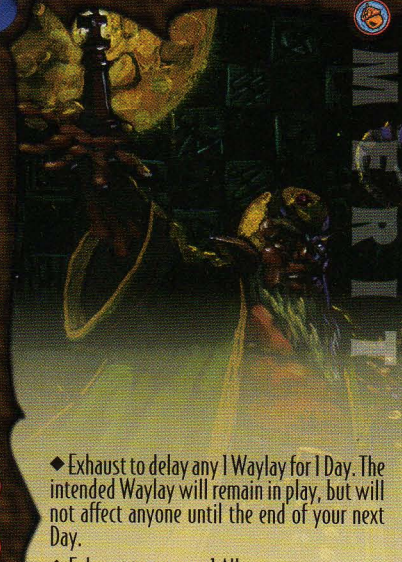
- ◆ Exhaust to change any Waylay you're facing involving a creature to a Resolve Waylay.

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COMMANDING PRESENCE

2

ABILITY



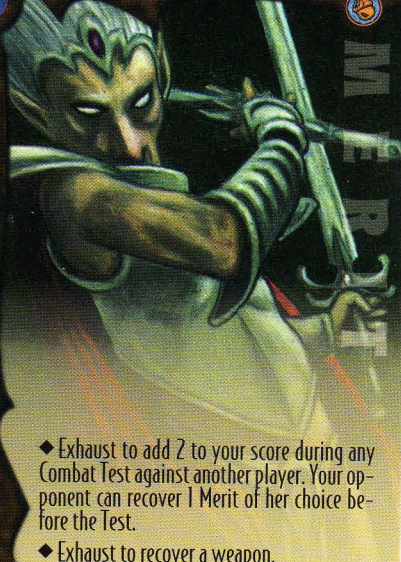
- ◆ Exhaust to delay any 1 Waylay for 1 Day. The intended Waylay will remain in play, but will not affect anyone until the end of your next Day.
- ◆ Exhaust to recover 1 Ally.

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DUELIST

2

ABILITY



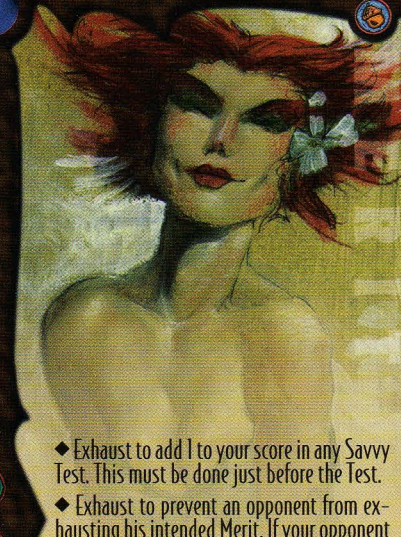
- ◆ Exhaust to add 2 to your score during any Combat Test against another player. Your opponent can recover 1 Merit of her choice before the Test.
- ◆ Exhaust to recover a weapon.

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INNOCENT SMILE

2

ABILITY



- ◆ Exhaust to add 1 to your score in any Savvy Test. This must be done just before the Test.
- ◆ Exhaust to prevent an opponent from exhausting his intended Merit. If your opponent must exhaust a Merit, then he must choose a different one.

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LIGHTNING QUICK

2

ABILITY



- ◆ Exhaust to retest any Might or Combat Test.
- ◆ Exhaust to move 1 additional League when traveling on a Road.

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LOW MORAL CHARACTER

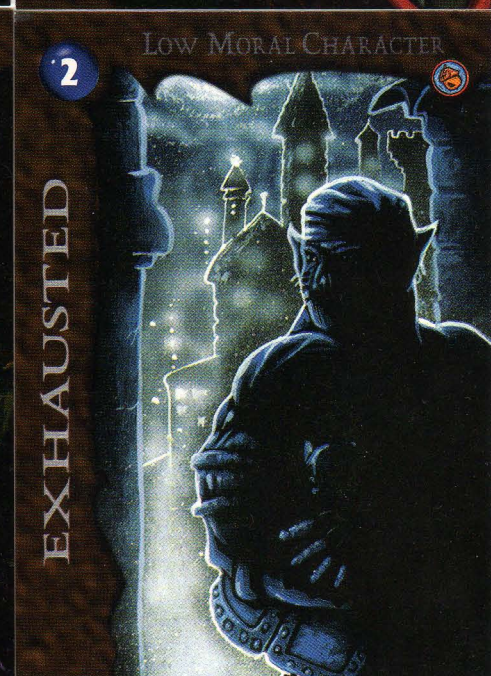
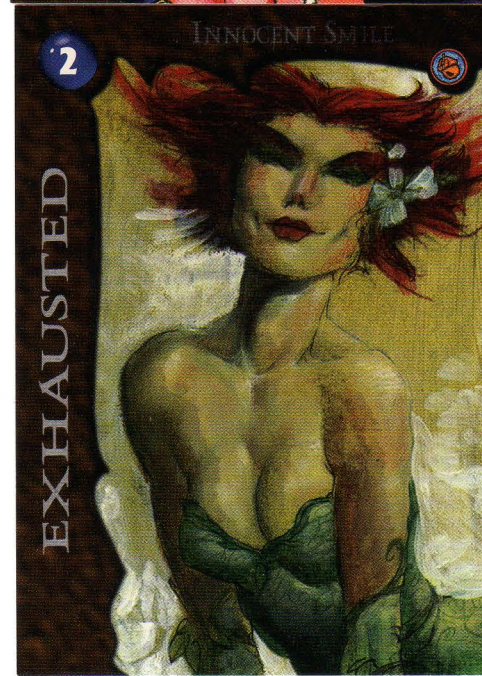
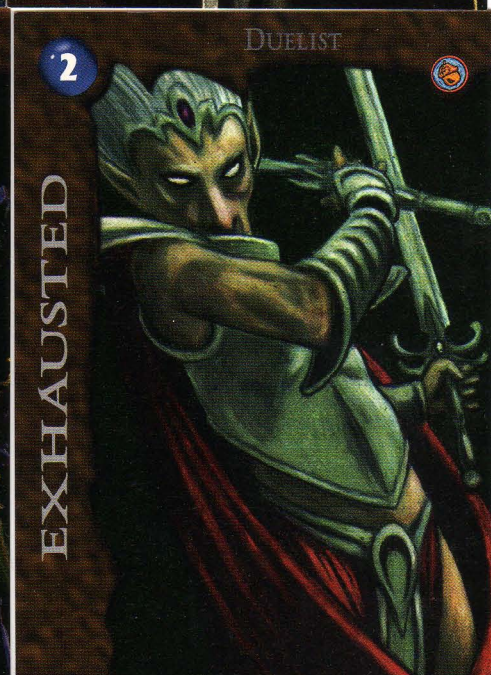
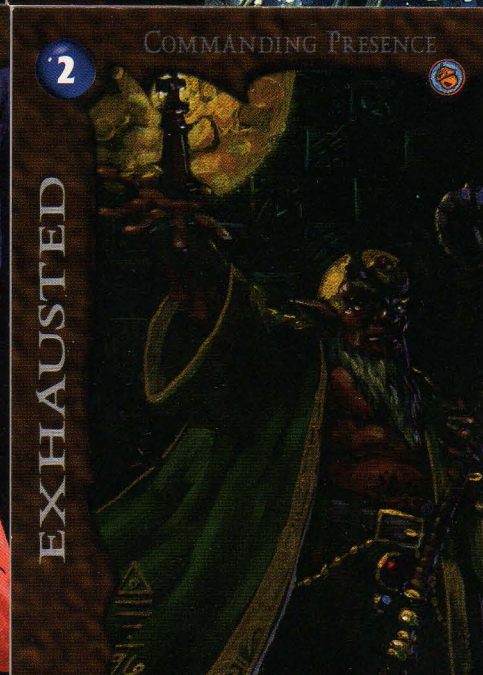
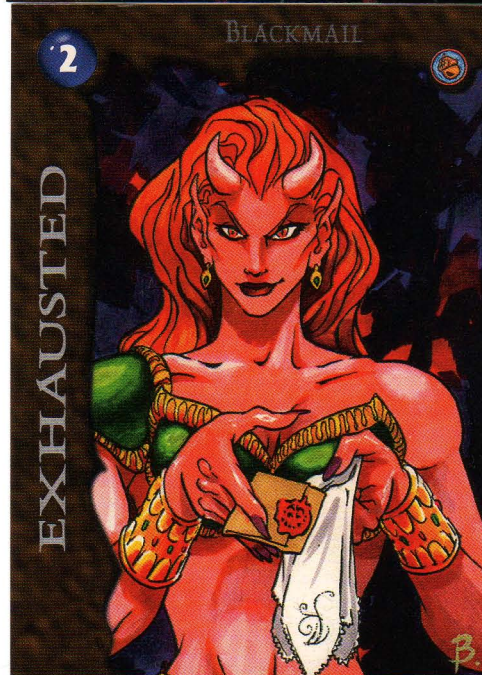
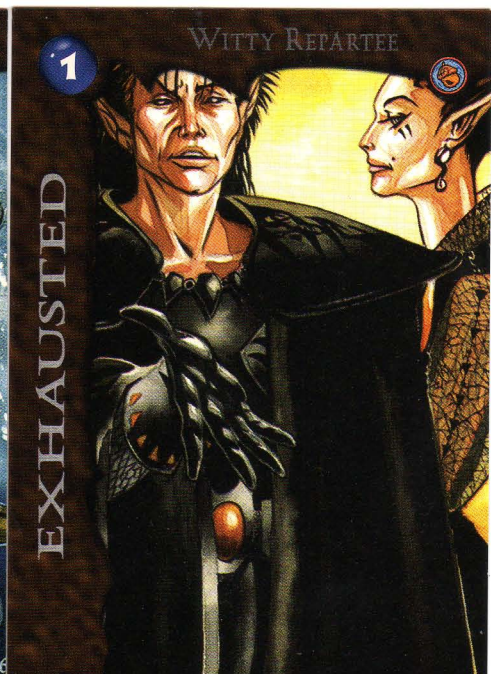
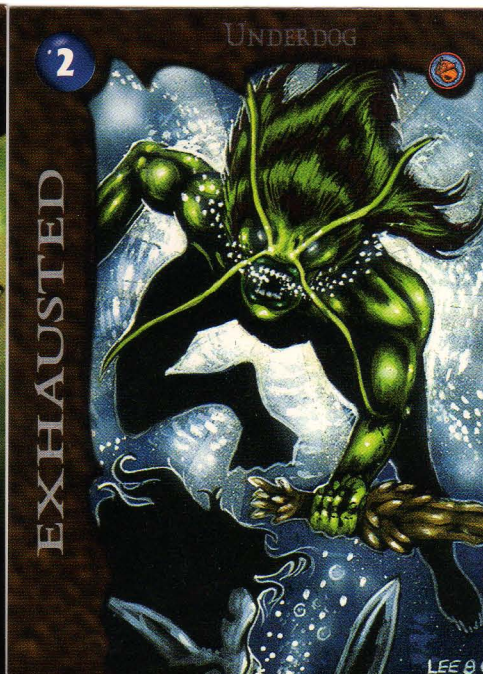
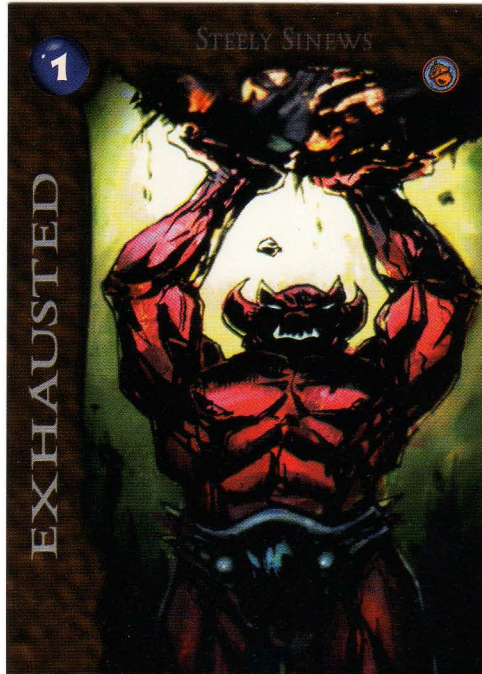
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ABILITY



- ◆ Exhaust to recover 2 Treasures when you're in a Town or Castle League.

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BRILLIANT STRATEGY

3

ABILITY

- ◆ Exhaust to retest any Resolve or Combat Defeat. You must accept the results of the retest.

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VENGEFUL

2

ABILITY

- ◆ If you suffer a Defeat, you may immediately exhaust this Ability and retest. You must subtract 1 from your score and accept the results of the retest.

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PERCEPTIVE FIGHTER

2

ABILITY

- ◆ Exhaust to add 1 to your score in any Combat Test. You may exhaust this Ability after the Test has been made.

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FORESIGHT

3

ABILITY

- ◆ Exhaust to add 1 to your score in any Test. This must be done just before you Test.
- ◆ Exhaust to examine any 1 adjacent League. You may also look at any Treasures there.

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ELOQUENT SPEECH

3

ABILITY

- ◆ Exhaust to add 2 to your score in any Waylay involving a creature. This must be done just before the Test.

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CUNNING

3

ABILITY

- ◆ Exhaust to retreat from any 1 Waylay without testing and return to the previous League.
- ◆ Exhaust to recover any 2 Advantages.

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RELENTLESS

3

ABILITY

- ◆ Exhaust to retest any Might or Combat Defeat. You must accept the results of the retest.

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PATHETIC SNIVELING

3

ABILITY

- ◆ Exhaust to retest a Savvy or Combat Defeat. You must accept the results of the retest.

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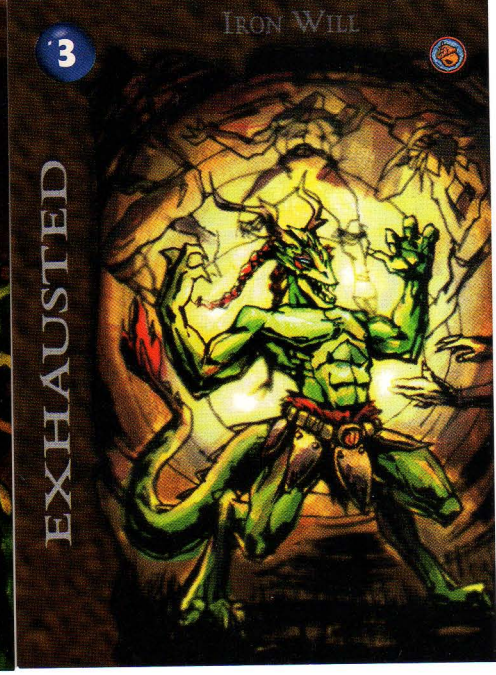
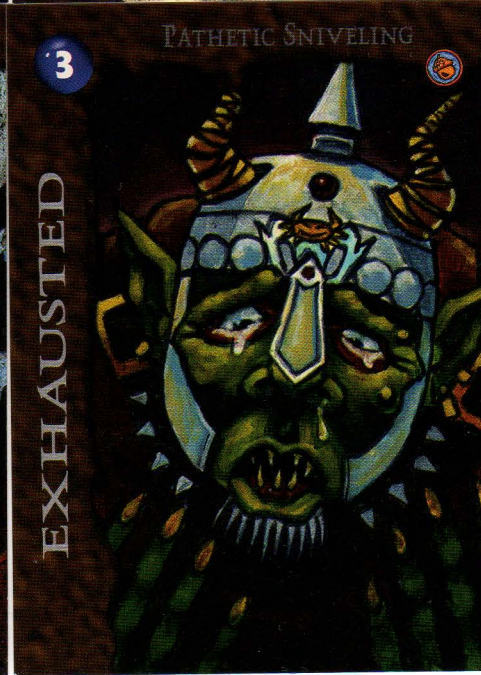
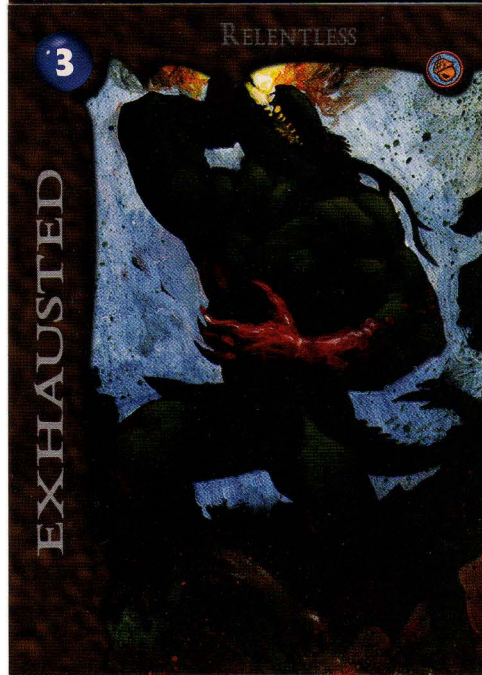
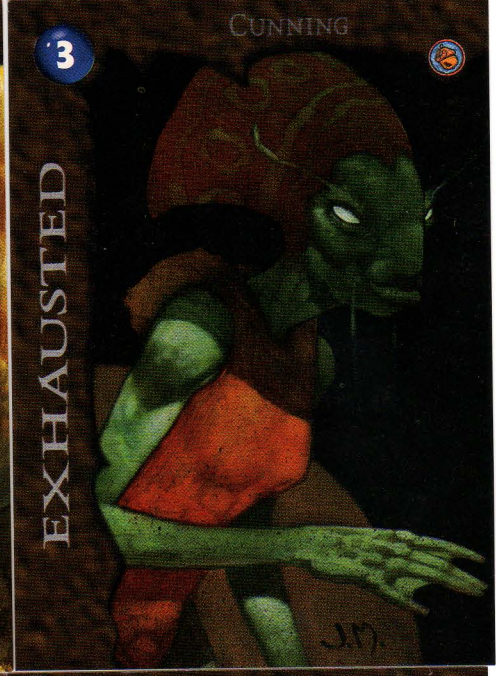
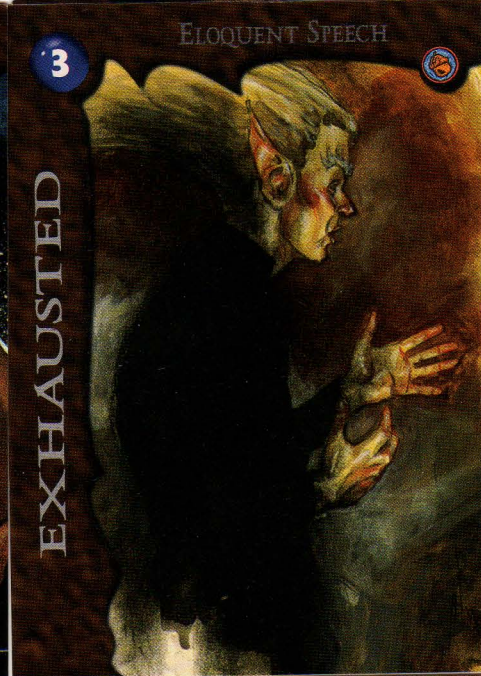
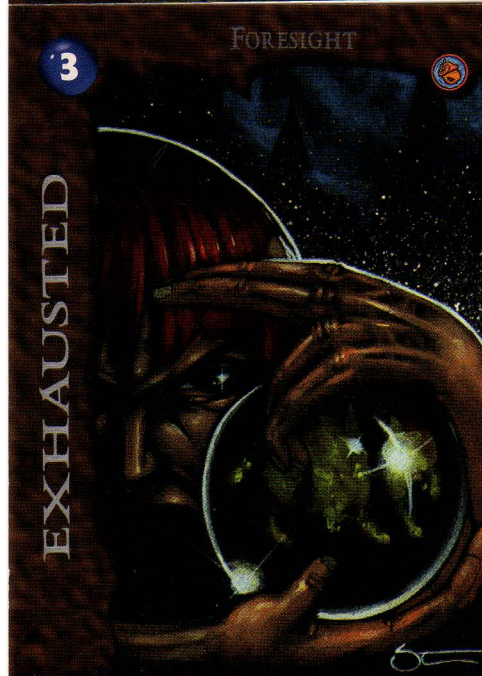
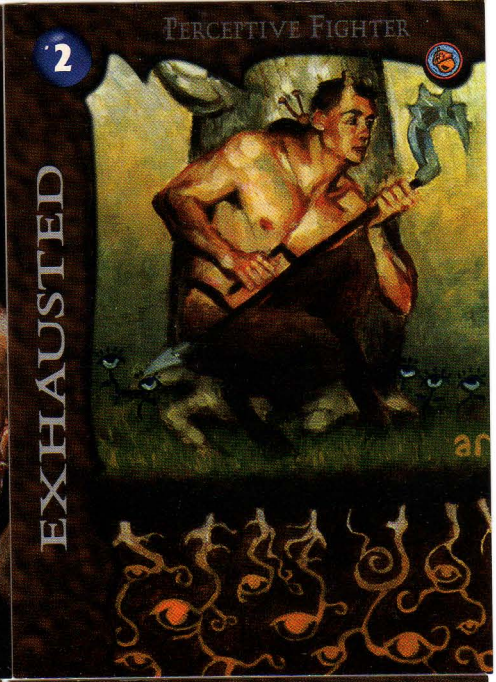
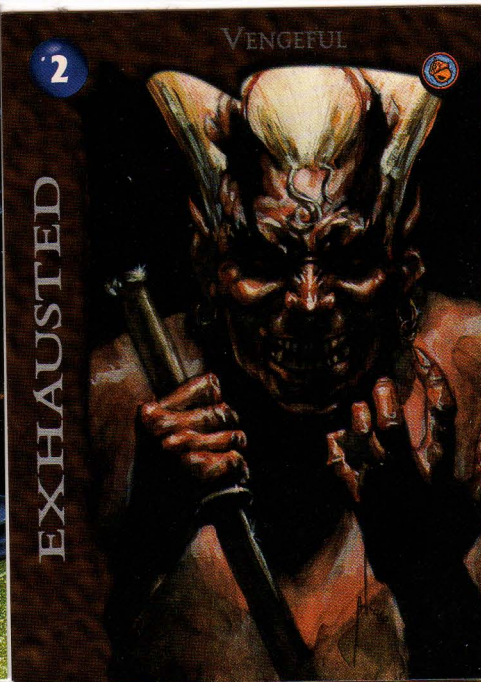
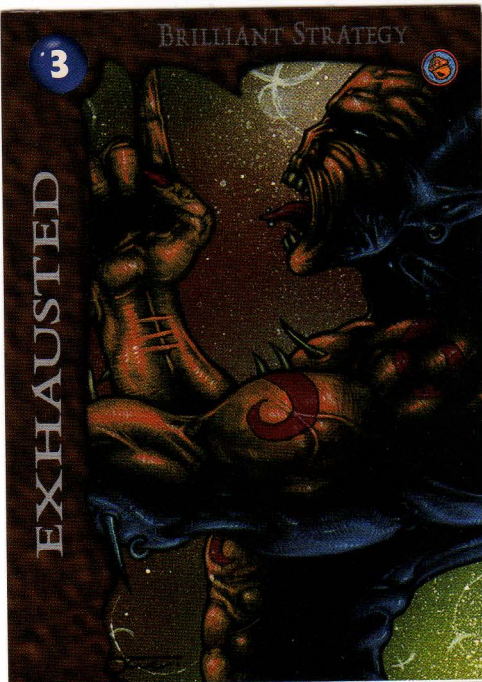
IRON WILL

3

ABILITY

- ◆ Exhaust to recover 2 Might or 2 Savvy Abilities.

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SNIDE REMARKS

3

ABILITY



◆ Exhaust to enter a Savvy Test against a character on an adjacent League. If you're victorious they must skip their next Day. The character defeated in this Test does not have to exhaust a Merit for losing.

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STEADFAST

3

ABILITY



◆ Exhaust to add 2 to your score during any Combat Test. You may exhaust this Ability immediately after the Test has been made.

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EAGLE EYES

1

ADVANTAGE



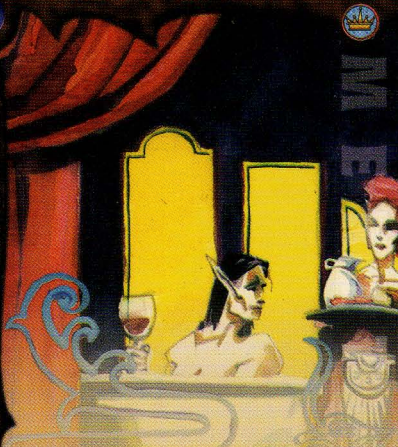
◆ Exhaust this card to look at any League, up to 3 Leagues away. You can also see what Treasures wait there.

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FEALTY TO HOUSE FIONNA

1

ADVANTAGE



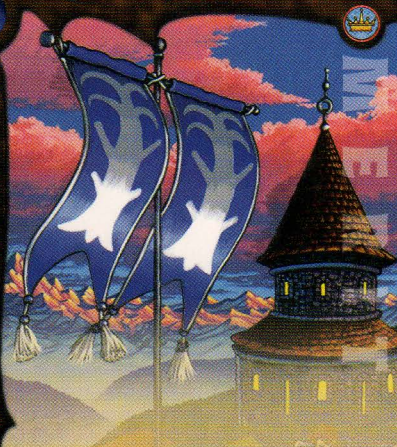
◆ You have a noble title and are entitled to the privileges therein.
◆ You recover 2 times the listed Rest at any House Fionna-held Castle.

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FEALTY TO HOUSE LIAM

1

ADVANTAGE



◆ You have a noble title and are entitled to the privileges therein.
◆ You recover 2 times the listed Rest at any House Liam-held Castle.

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SENSE OF DIRECTION

1

ADVANTAGE



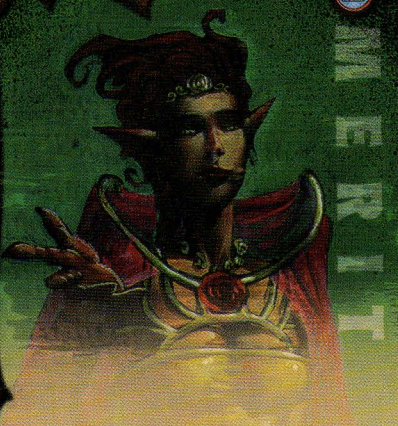
◆ Exhaust this card to add 1 to your score against a Terrain Trial.
◆ Exhaust this card to examine any adjacent League card.

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SOPHIA'S FAVOR

1

ADVANTAGE



◆ Lady Sophia favors you. You may recover twice as many Merits when you rest on the Rosewood Keep League.
◆ You may exhaust this card to avoid the Ardenmore Patrol Waylay.

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CITYBOY

2

ADVANTAGE



◆ Add 1 to your score against all Tests and Trials on Town Leagues.

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FORESTRY

2

ADVANTAGE



◆ Add 1 to your score against all Tests and Trials on Forest Leagues.

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SNIDE REMARKS

3

EXHAUSTED



STEADFAST

3

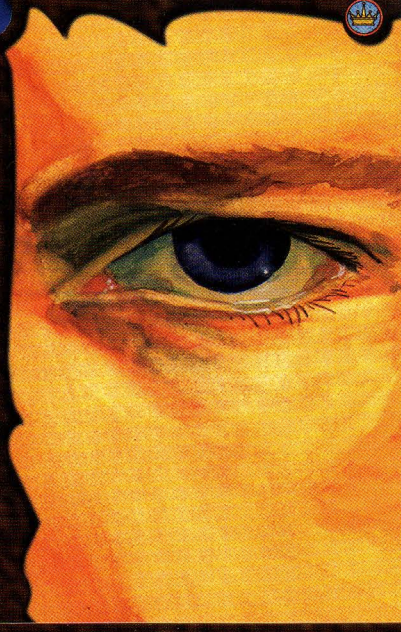
EXHAUSTED



EAGLE EYES

1

EXHAUSTED



FEALTY TO HOUSE FIONNA

1

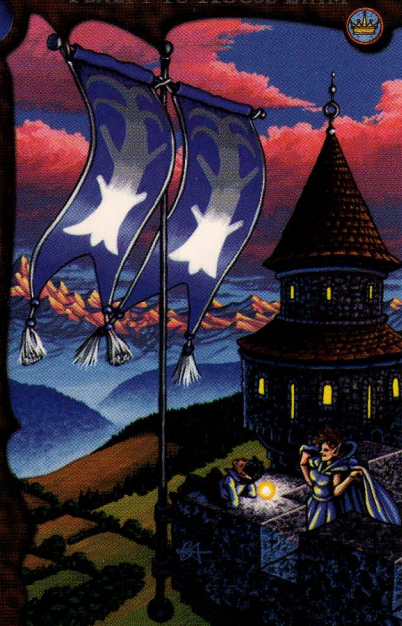
EXHAUSTED



FEALTY TO HOUSE LIAM

1

EXHAUSTED



SENSE OF DIRECTION

1

EXHAUSTED



SOPHIA'S FAVOR

1

EXHAUSTED



CITYBOY

2

EXHAUSTED



FORESTRY

2

EXHAUSTED



2

ADVANTAGE

SWAMP RAT



◆ Add 1 to your score against Tests and Trials on Swamp Leagues.

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2

ADVANTAGE

SEA WORTHY



◆ Add 1 to your score against all Tests and Trials on Ocean or River Leagues.

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2

ADVANTAGE

MOUNTAIN HERITAGE



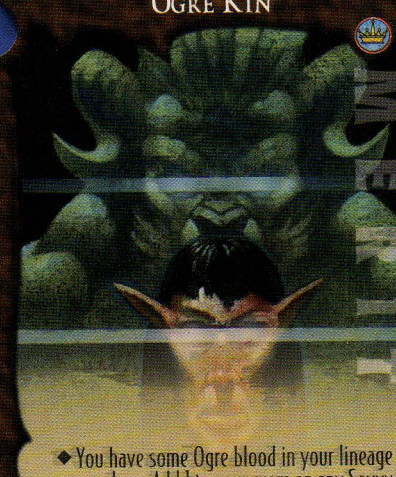
◆ Add 1 to your score against all Tests and Trials on Mountain Leagues.

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3

ADVANTAGE

OGRE KIN



◆ You have some Ogre blood in your lineage somewhere. Add 1 to your score on any Savvy Tests against Ogres.

◆ Exhaust to add 1 to your score in a Combat or Might Test.

Ogres and Trolls may not take this Merit.

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3

ADVANTAGE

ASSJACK'S TRUST



◆ The regent, Assjack, trusts you. The Waylay Rating of any Quests you undertake is reduced by 2.

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2

ADVANTAGE

TIES TO MIDDLEMARCH



◆ You've got some friends in high (or low) places in Middlemarch. Cog Soldiers and Cog Dragons reduce their scores by 2 when you test against them.

◆ You may exhaust this card to take a Cog Waylay card (Cog Soldier or Cog Dragon) in your League and make it an Ally. The Cog "Ally" may undergo a Combat Test in your place. Discard the Cog "Ally" once it fights for you.

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2

ALLY

BILLY SMITH, 8TH GRADE HONOR STUDENT AND HUMAN CARTOGRAPHER



◆ Billy allows you to switch any 2 adjacent Leagues with one another. These Leagues retain their facing, however normal rules for matching terrain and traveling on these Leagues no longer apply. Remove Billy from play once this power has been used.

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1

ALLY

PAGE



◆ Your Page can undergo any Test in your place using the statistics above. This exhausts the Page. Remove him from play if he's defeated.

◆ Your Page can retrieve 1 Treasure from an adjacent League (ignoring Terrain Trials and Waylays). This exhausts the Page.

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3

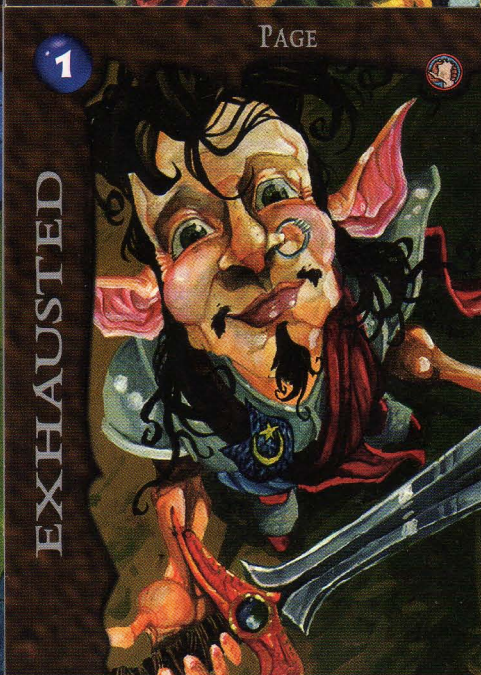
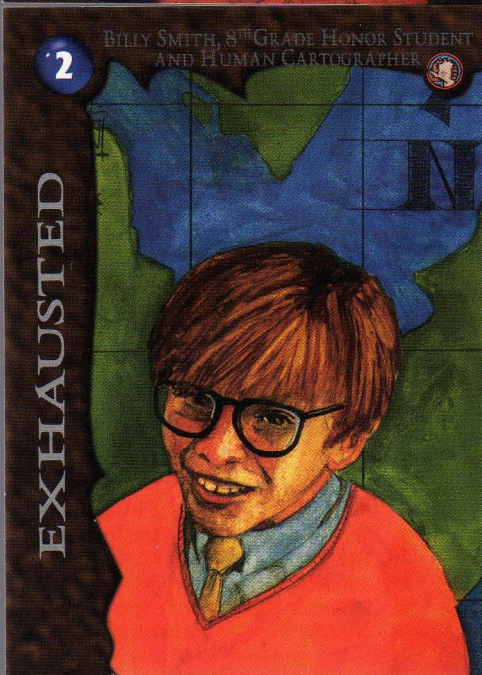
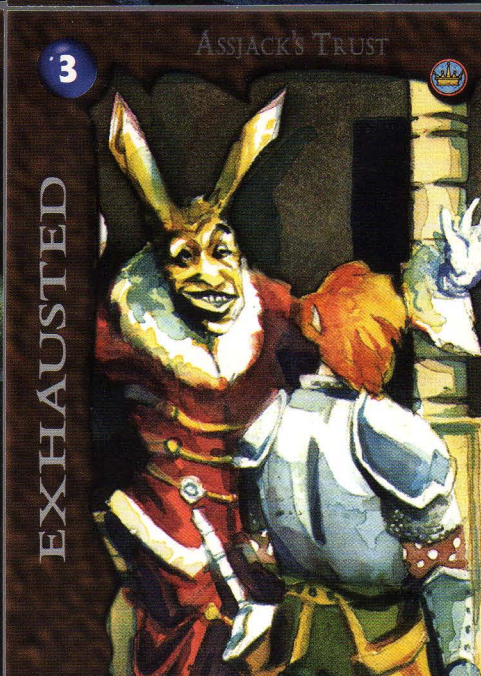
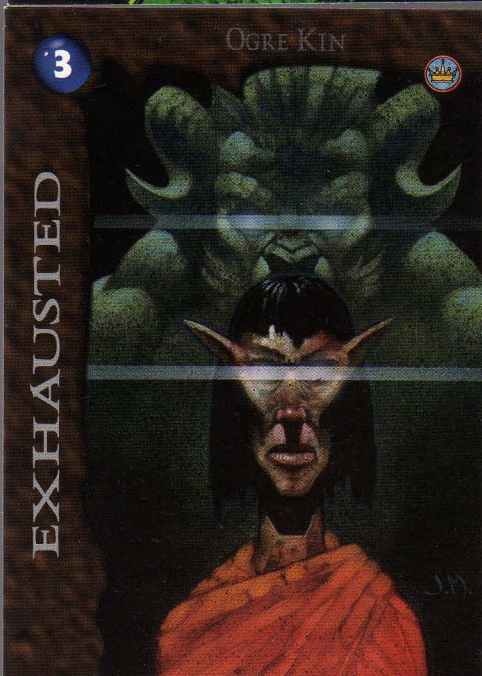
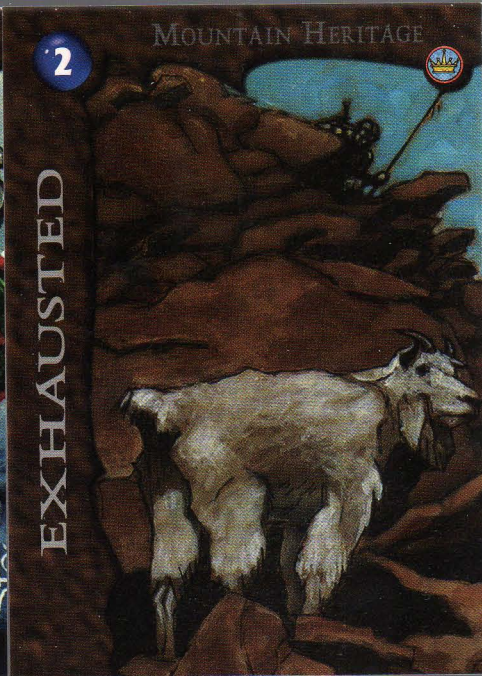
ADVANTAGE

THIEVES GUILD



◆ You're a member of the Thieves and Bandits Guild. You may pick up any Treasures on the board. However, if the character they belong to defeats you in a Resolve, Savvy or Combat Test, they get their Treasure(s) and this Advantage is exhausted.

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DAVELON, GLEEFUL SATYR

2

ALLY



◆ Davelon can undergo any Savvy Test in your place. This exhausts Davelon. If Davelon is defeated, he is removed from play.

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GIANT HOPPING TOAD

2

ALLY



MOUNT

◆ The Toad allows you to pass any Terrain Trials encountered on a Swamp League. This does not exhaust the Toad.
◆ Exhaust the Toad to make a giant leap over any 1 League.

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GURTHDASS, TROLL BODYGUARD

2

ALLY



◆ Gurthdass can undergo a Combat or Might Test in your place. This exhausts Gurthdass. If Gurthdass is defeated, he is removed from play.

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LADY SOPHIA

2

ALLY



◆ Lady Sophia allows you to double any recoveries on Town and Castle Leagues. You are always treated like nobility, even if you're not.

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RUNSWILD, WEREWOLF TRAVELER

2

ALLY



◆ Runswild can undergo a Combat Waylay in your place. This does not exhaust Runswild. However, you must roll a die after the fight: Even—he returns to your side. Odd—he attacks you in a frenzy (Combat Test) and is then discarded.

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WARHORSE

2

ALLY



MOUNT

◆ The Warhorse allows you to move 2 Leagues instead of 1. This can only be done on Leagues connected by Roads or Fields. Exhaust the Warhorse if you use this ability 2 Days in a row.

◆ Exhaust to add 1 to your score in Combat. This must be done before the Test.

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WENIG, KNOCKER MECHANIC

2

ALLY



◆ Exhaust to recover up to 3 of your Treasures.

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GIANT EAGLE

3

ALLY



MOUNT

◆ The Eagle allows you to move 3 Leagues over any Terrain. Furthermore, you do not encounter the first 2 Leagues, only the third. This exhausts the Eagle.

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HURRGAN SKURR, OGRE HENCHMAN

3

ALLY



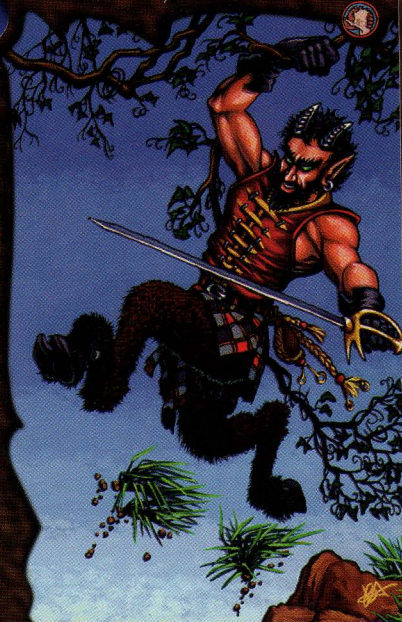
◆ Hurrigan can undergo any 1 Combat or Might Test in your place. This exhausts Hurrigan. However, if Hurrigan is defeated, he attacks you immediately (Combat Test) before exhausting.

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DAVELON, GLEEFUL SATYR

2

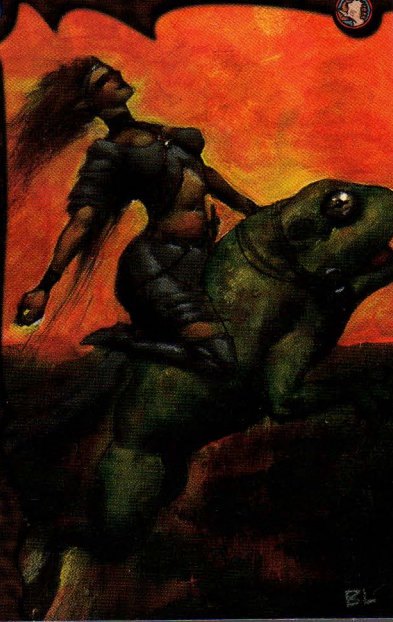
EXHAUSTED



GIANT HOPPING TOAD

2

EXHAUSTED



GURTHDASS, TROLL BODYGUARD

2

EXHAUSTED



LADY SOPHIA

2

EXHAUSTED



RUNS WILD, WEREWOLF TRAVELER

2

EXHAUSTED



WARHORSE

2

EXHAUSTED



WENIG, KNOCKER MECHANIC

2

EXHAUSTED



GIANT EAGLE

3

EXHAUSTED



HURRGAN SKURR, OGRE HENCHMAN

3

EXHAUSTED



SHAEBANARIA, NYMPH GUIDE

ALLY

3



◆ Shaebanaria can undergo any Resolve Test in your place. This exhausts Shaebanaria. If Shaebanaria is defeated, she curses you and is removed from play. You can no longer benefit from any Rest on Forest Leagues.

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NUVORG, IMT CONMAN

ALLY

3



◆ Nuvorg can undergo any Savvy Waylay in your place. This exhausts Nuvorg. If defeated, Nuvorg takes 1 of your Treasures and both are removed from play.

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LADY KRYDDIA, SIDHE ADVENTURER

ALLY

3



◆ Lady Kryddia can undergo any Combat or Savvy Tests in your place. This exhausts Lady Kryddia. If Lady Kryddia is defeated she remains in play with the Waylay (or character) and will join the first character to defeat the Waylay (or character).

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ENSNARE

1

ART



◆ Exhaust to enter into a Resolve Test against another character's Resolve. If you are victorious, your opponent is rooted firmly in place and may not move during her next Day.

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DREAMING

1

ART



Only Humans may take this Art.

◆ You may exhaust this Art and spend a Day to move 3 Leagues in any direction. You are not affected by Terrain Trials on your destination League and you completely skip the first two Leagues.

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SILVERNAHL, MER DEBATER

3

ALLY



◆ Exacting and to the point, Silvernahl can undergo any Savvy or Resolve Tests in your place. This exhausts Silvernahl. If Silvernahl is defeated, he gives you bad advice. Subtract 2 from your score during your next Waylay.

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HOPSCOTCH

1

ART



◆ Exhaust to skip any 1 League. You will encounter the second League.

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FUDDLE

1

ART



◆ Exhaust this Art to choose the Merit your opponent will exhaust when he loses a Test. You must exhaust this Art immediately after the target character loses his Test.

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FAIR FORTUNE

1

ART



◆ Exhaust to add 1 to a Character or Creature Waylay's score in any 1 Test. This must be done just before the Test.

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3

SHAEBANARIA, NYMPH GUIDE



EXHAUSTED

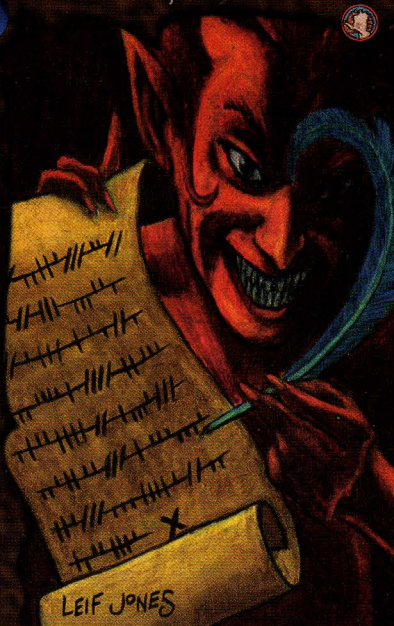


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NUVORG, IMP CONMAN



EXHAUSTED



3

LADY KRYDDIA, SIDHE ADVENTURER



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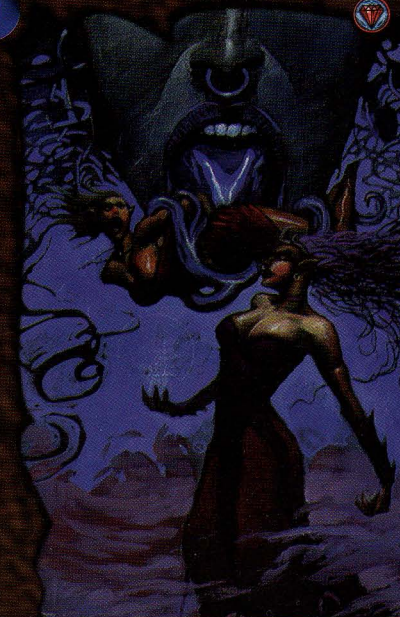


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ENSNARE



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DREAMING



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3

SILVERNAHL, MER DEBATER



EXHAUSTED

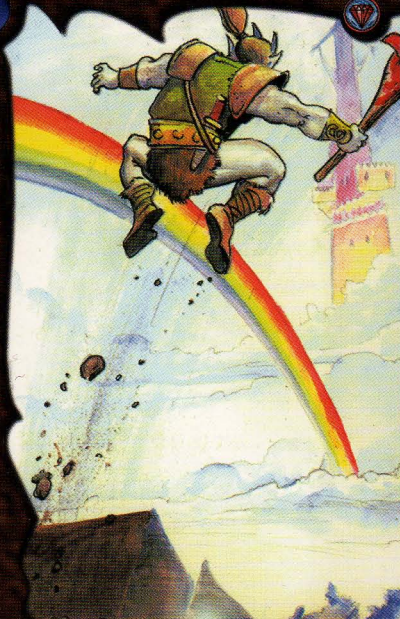


1

HOPSCOTCH



EXHAUSTED



1

FUDDLE



EXHAUSTED



1

FAIR FORTUNE



EXHAUSTED



MIRROR, MIRROR

ART

1

◆ You may spend a turn and consult your reflection for advice. Exhaust this Art and roll a die: 1—You miss your next turn. 2—The next Day you will move 1 League in the direction of your opponent's choice. 3—Your opponent can instantly relocate 1 of your Treasures to another League. He chooses the Treasure and the new League. 4—You can skip 1 League the next Day. 5—One of your Treasures of your choice is moved to your current League. 6—You may take two Days in a row.

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PROTOCOL

ART

1

◆ Exhaust to force any noble to miss their next Day.
◆ Exhaust to force any nonnoble to exhaust 1 Savvy Ability.

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RUNES

ART

1

◆ Runes can be used to create a specific Rune Ward. This Rune Ward acts as a Resolve or Might Terrain Trial difficulty 6 for anyone who wishes to enter that League. The character making the Rune may ignore the ward. To represent the Rune Ward, place this card on the warded League. Once someone passes the Trial, remove this card and the Ward from play.

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WILL-O'-THE-WISP

ART

1

◆ Exhaust this Art to create a small sentinel of fire. You can send the Will-o'-the-Wisp 1 League ahead of you (it ignores Terrain Trials). If your opponent intends to Waylay you in the League onto which the Will-o'-the-Wisp has moved he must instead Waylay the Will-o'-the-Wisp. If he plays a Waylay, it remains on the League and will affect any who move there. If he does not play a Waylay, he cannot play one if you move to that League on the following Day.

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WILLOW WHISPER

ART

1

◆ Exhaust to look at any 1 adjacent League. You may also inspect any Treasures hidden there.

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BOIL AND BUBBLE

ART

2

◆ Exhaust to force another character to immediately retest a Victory.

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CHAMELEON

ART

2

◆ Exhaust this Art to adopt the mask of your surroundings. If another character or Waylay is in your League that Day, you may exhaust a Savvy Ability to hide. As long as you're hiding you cannot be encountered by another character or a Waylay. Once you move to another League, this effect ends.

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CREATIVITY

ART

2

Only Humans may take this Art.

◆ You may exhaust this Art and 1 Savvy Ability to change any Waylay Test you're facing to any other Test of your choice (a Combat Waylay can be changed to a Savvy Waylay, a Resolve Waylay to a Might Waylay, etc.) You may even change a Waylay into something it could not normally be. If you do this the rating for its new Attribute will be 1.

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DICTUM

ART

2

◆ Exhaust and enter into a Resolve Test against a nonnoble character in your League or in any adjacent one. If you're victorious you may make him move in the direction of your choice for 2 Days.

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MIRROR, MIRROR

1

EXHAUSTED



PROTOCOL

1

EXHAUSTED



RUNES

1

EXHAUSTED



WILL-O'-THE-WISP

1

EXHAUSTED



WILLOW WHISPER

1

EXHAUSTED



BOIL AND BUBBLE

2

EXHAUSTED



CHAMELEON

2

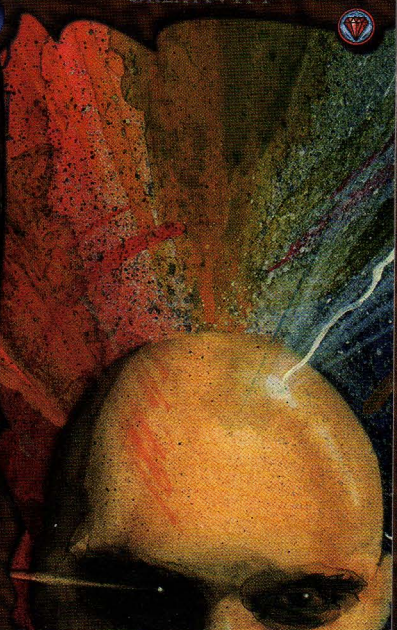
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CREATIVITY

2

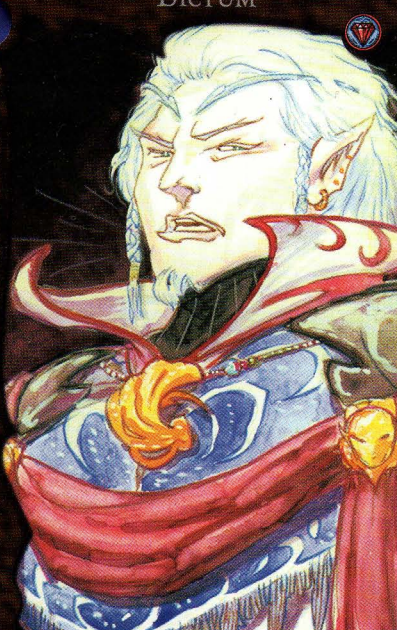
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DICTUM

2

EXHAUSTED



HEATHER BALM

2

ART



- ◆ Exhaust to recover any 2 Abilities or Allies.
- ◆ Exhaust to return 1 Waylay of Rating 3 or less which your opponent has defeated to your hand instead of the discard pile.

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GIMMIX

2

ART



- ◆ Exhaust to enter into a Resolve Test against another character's Might. If you are victorious, you may move them 1 League in any legal direction, no Terrain Trials necessary.

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FUGUE

2

ART



- ◆ Exhaust to make a character exhaust 2 Merits instead of 1 when she loses a Test. The player may choose which 2 Merits are exhausted. You must exhaust this Art immediately after the target character loses her Test.
- ◆ Exhaust to make another character immediately exhaust 1 Merit of your choice. The Merit that is being forced into exhaustion generates no effect.

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WILLOW LIGHT

2

ART



- ◆ Exhaust this Art to affect a target of your choice: a character, Ally or Waylay in your League or any adjacent League. The target subtracts 2 from their score on a Combat Test. This must be done just before the Test.

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RUNIC CIRCLE

2

ART



- ◆ Exhaust this Art to inscribe a Runic Circle. This Circle can cancel the effect of any 1 Art another character is attempting to use. You must succeed in a Resolve Test against the other character for this Art to be successful. The targeted Art is canceled and has no effect. This Art must be exhausted regardless of the result of the Test.

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QUICKSILVER

2

ART



- ◆ Exhaust to move 3 Leagues. If you encounter any Waylays along the way your movement stops.

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GRANDEUR

3

ART



- ◆ For the next 2 Days, you may exhaust a Savvy Ability to make the results of any Tests you undergo a Stalemate. This exhausts Grandeur.

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EFFIGY

3

ART



- ◆ Exhaust to create a copy of any Treasure. The Effigy card can then be exchanged with an existing Treasure in another character's possession. You must be in the same League and win a Savvy Test against the targeted character. The exchanged Effigy cannot be used again this game. If the targeted character ever defeats you in any Test, she may reclaim her original Treasure.

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DOPPELGANGER

3

ART



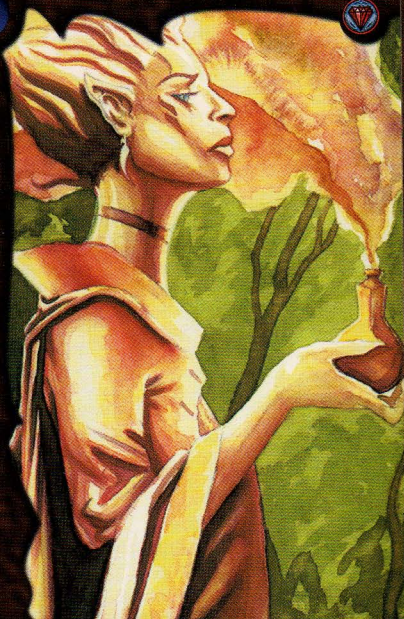
- ◆ Exhaust this Art and a Might Ability to duplicate the opponent you're facing. Your attributes are now the same as his. This effect lasts for 1 Test only. You may not use other Merits to affect the outcome of this Test.

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2

HEATHER BALM

EXHAUSTED



2

GIMMIX

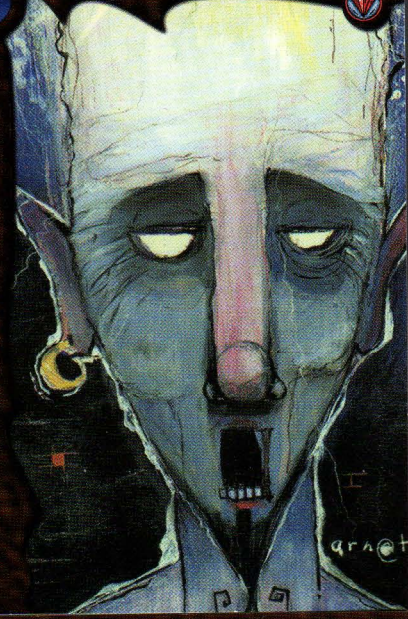
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2

FUGUE

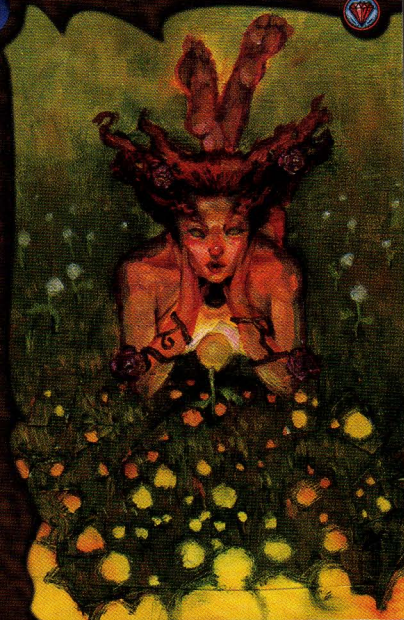
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2

WILLOW LIGHT

EXHAUSTED



2

RUNIC CIRCLE

EXHAUSTED



2

QUICKSILVER

EXHAUSTED



3

GRANDEUR

EXHAUSTED



3

EFFIGY

EXHAUSTED



3

DOPPELGANGER

EXHAUSTED



HAUNTED HEART

ART

3



◆ Exhaust to change a Waylay that another character is facing to a Waylay of a different type. For example, you may change a Might to a Saavy Waylay, or a Resolve to a Combat Waylay. This Art must be used before any Tests are made.

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OAKENSHIELD

ART

3



◆ Exhaust to change any Defeat to a Stalemate.

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PORTAL PASSAGE

ART

3



◆ Exhaust to instantly move from 1 League to another. The two Leagues in question must have at least 1 identical Terrain feature (Forest to Forest, Ruins to Ruins, etc.) and cannot be farther than 4 Leagues apart.

◆ Exhaust to automatically pass any Terrain Trial. This must be done before you roll.

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PROMETHEUS' FIST

ART

3



◆ Exhaust this Art to engulf a target of your choice in flames. The target must be on your League. This is a Might 3 Combat Test. For every Resolve Ability you also exhaust, increase the Might of this attack by 1. However, additional Merits or other effects cannot increase the potency of this attack.

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SAINING

ART

3



◆ You can learn the true name of any 1 character, Ally or Waylay. This gives you power over your target. You may exhaust this Art to retest any Test against that character, Ally or Waylay.

◆ You may exhaust this Art to change a character from Seelie to Unseelie or vice versa for the duration of the game. The character will return to normal later.

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TATTLETALE

ART

3



◆ Exhaust to look at any 4 Leagues in play. You may also inspect any Treasures located in those Leagues.

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WANDERLUST

ART

3



Only Humans may take this Art.

◆ Exhaust this Art and 1 Resolve Ability to move any 1 Waylay to any other League in play. Normal Terrain conditions no longer apply to the Waylay being moved.

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BAG OF GOLD

TREASURE

1/2



◆ Gold can often be traded in cities or to Monsters.

Note: Bags of Gold only cost 1/2 a point. Points are always rounded up for the purposes of balancing Merits with Flaws.

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COIN OF CLARITY

TREASURE

1



◆ Exhaust to add 1 to your score in a Savvy Test.
◆ You can discard the Coin and add 2 to your score in a Savvy Test.

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HAUNTED HEART

3

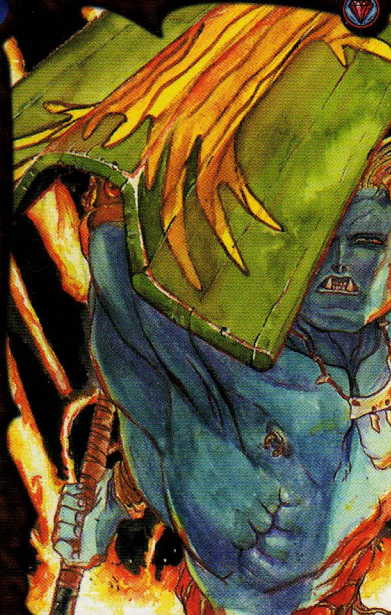
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OAKENSHIELD

3

EXHAUSTED



PORTAL PASSAGE

3

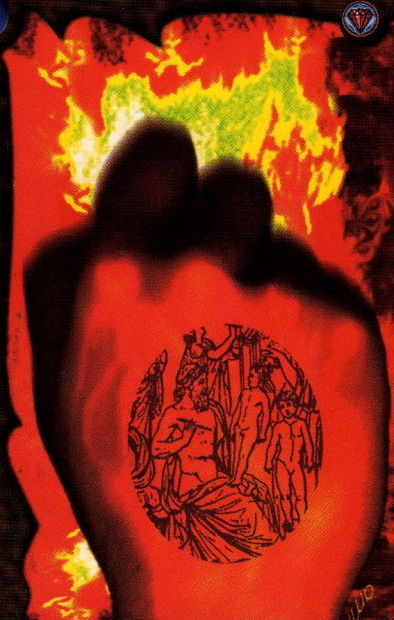
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PROMETHEUS' FIST

3

EXHAUSTED



SAINING

3

EXHAUSTED



TATTLETALE

3

EXHAUSTED



WANDERLUST

3

EXHAUSTED



BAG OF GOLD

1/2

EXHAUSTED



COIN OF CLARITY

1

EXHAUSTED



TREASURE

1

MAP OF THE LAND



- ◆ Exhaust to look at any League in play.

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TREASURE

1

FANCY PANTS



- ◆ Exhaust to add 1 to your score in any Savvy Test.
- ◆ Exhaust to have noble status for 1 Day.

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TREASURE

1

FAE BLADE



WEAPON

- ◆ The Fae Blade adds 1 to your score in Combat Tests. This does not exhaust the Fae Blade. If you are ever defeated by 2 or more points, exhaust the Fae Blade.

A character cannot normally benefit from more than 1 weapon at a time.

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TREASURE

1

SHIELD



ARMOR

- ◆ Exhaust to add 1 to your score in a Combat Test. This can be done after the Test is made.

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TREASURE

1

POTION OF LOVE



- ◆ You may use this potion to automatically win 1 Savvy Test. Once used, the potion is removed from play. You cannot use more than 1 Potion of Love on a Quest.

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TREASURE

1

PIXIE DUST



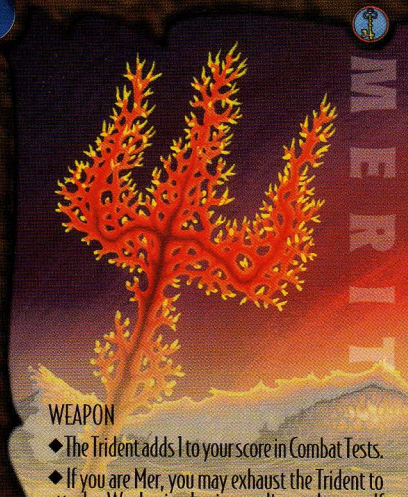
- ◆ Ignore 1 Waylay until the end of your next Day. Pixie Dust is removed from play when used.

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TREASURE

2

CORAL TRIDENT



WEAPON

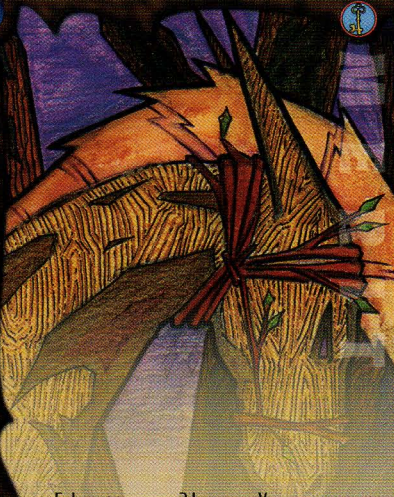
- ◆ The Trident adds 1 to your score in Combat Tests.
- ◆ If you are Mer, you may exhaust the Trident to attack a Waylay in play in an adjacent League. If you are defeated, change the result to a Stalemate. A character cannot normally benefit from more than 1 weapon at a time.

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TREASURE

1

WOODEN HORSE



- ◆ Exhaust to move 2 Leagues. Your movement stops if you encounter a Waylay.

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TREASURE

1

WINGED SANDALS



- ◆ Exhaust the Sandals to automatically pass a Might Terrain Trial.

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MAP OF THE LAND

1

EXHAUSTED



FANCY PANTS

1

EXHAUSTED



FAE BLADE

1

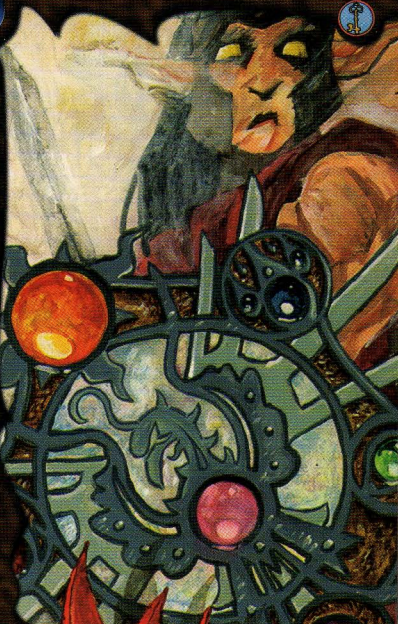
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SHIELD

1

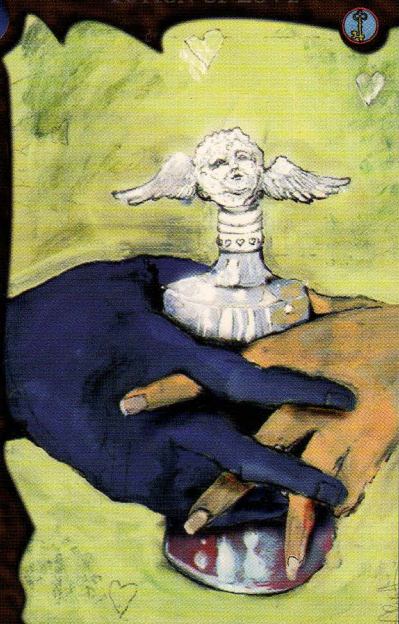
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POTION OF LOVE

1

EXHAUSTED



PIXIE DUST

1

EXHAUSTED



CORAL TRIDENT

2

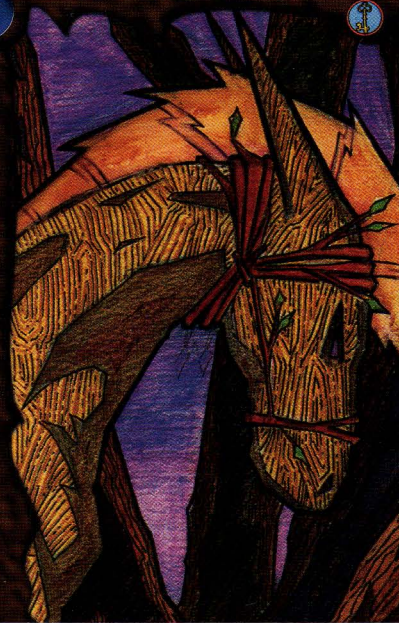
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WOODEN HORSE

1

EXHAUSTED



WINGED SANDALS

1

EXHAUSTED



2

FAE ARMOR

TREASURE



ARMOR

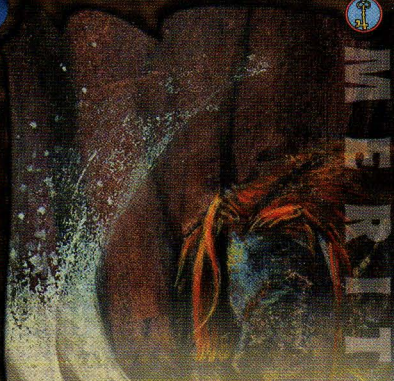
- ◆ Exhaust to add 2 to your score in a Combat Test. This can be done after the Test is made.

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2

GLAMOUR DUST

TREASURE



- ◆ You may exhaust Glamour Dust to recover any 2 Arts.

- ◆ Humans, as the source of creativity, can exhaust the Glamour Dust and recover 2 of their own Abilities, Treasures or Arts, or they can force their opponent to exhaust 2 of their Merits (their opponent chooses which ones). No benefits are generated by a Merit forced into exhaustion.

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2

GOLDEN TORC

TREASURE



- ◆ Exhaust to change a Might Waylay into a Resolve Waylay.

- ◆ If you are a Sidhe, you may exhaust the Torc to add 3 to your score in a Resolve Test.

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2

HAWK KNIFE

TREASURE



WEAPON

- ◆ The Hawk Knife adds 1 to your score in a Combat Test.

- ◆ Exhaust the Hawk Knife to add 3 to your score in a Combat Test on a Mountain League.

A character cannot normally benefit from more than 1 weapon at a time.

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2

MEAD OF VIGOR

TREASURE



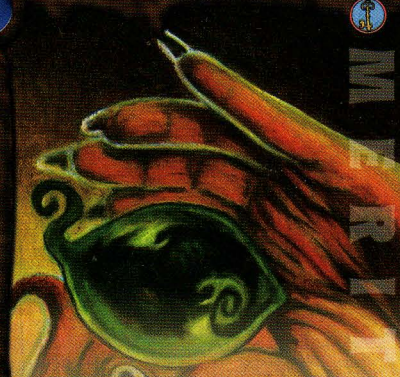
- ◆ You may recover up to 3 Abilities. Mead of Vigor is removed from play when used.

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2

MEPHISTO'S SEEDS

TREASURE



- ◆ You may exhaust Mephisto's Seeds to return a defeated Waylay of Rating 4 or less to your hand from the discard pile.

- ◆ If you are an Imp, you may exhaust Mephisto's Seeds to play a Waylay card anywhere, regardless of the League requirements.

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2

NYMPH'S WREATH

TREASURE



- ◆ This Wreath allows its owner to ignore any Terrain Trials on Forest and River Leagues.

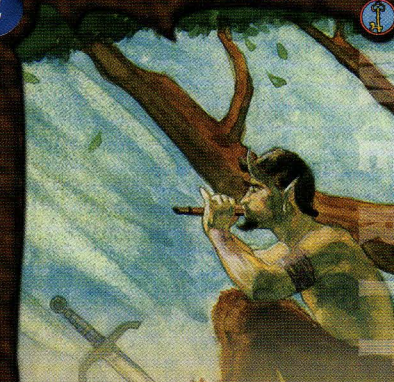
- ◆ If you are a Nymph, you may exhaust the Wreath and 1 Resolve Ability to instantly move from 1 Forest League to another.

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2

SATYR'S PIPES

TREASURE



- ◆ Exhaust to change any Combat Waylay to a Savvy Waylay.

- ◆ Exhaust to add 1 to your score in any Savvy Test.

- ◆ If you are a Satyr, you may exhaust this along with any 1 Ability and add 3 to your score in any Savvy Test.

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2

SCROLL OF KNOWLEDGE

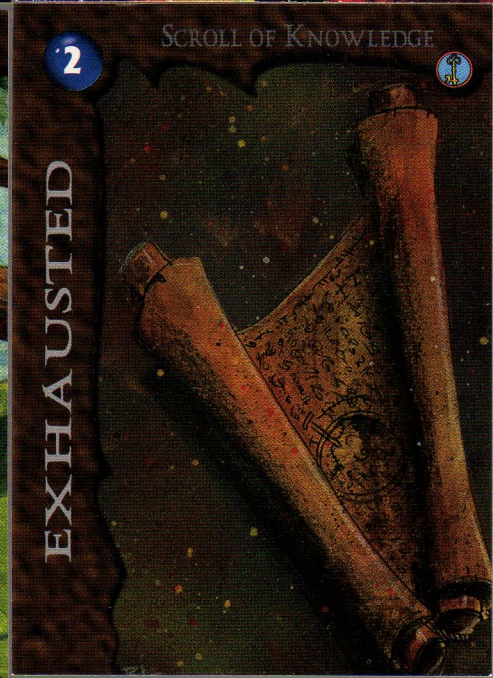
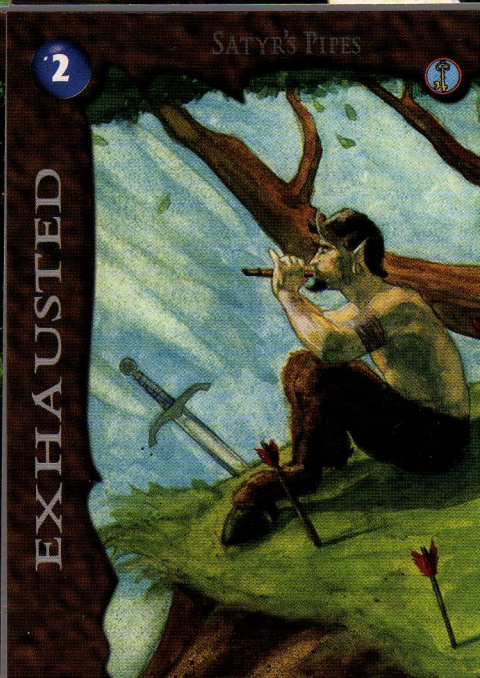
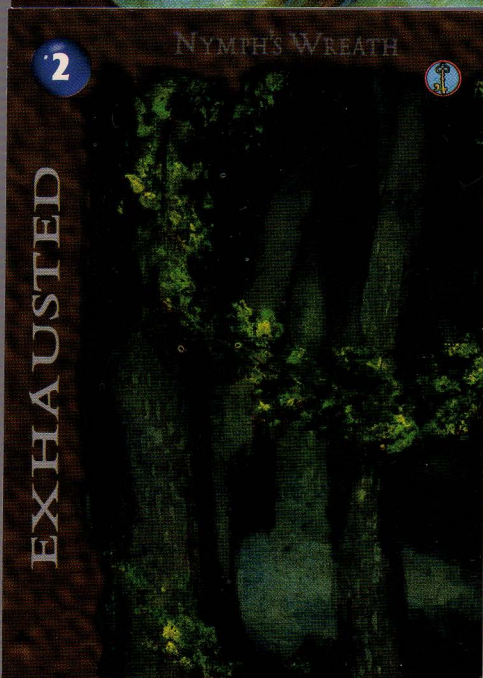
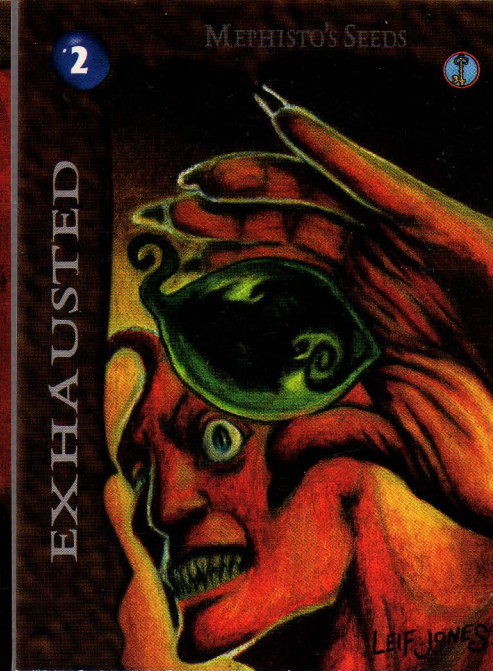
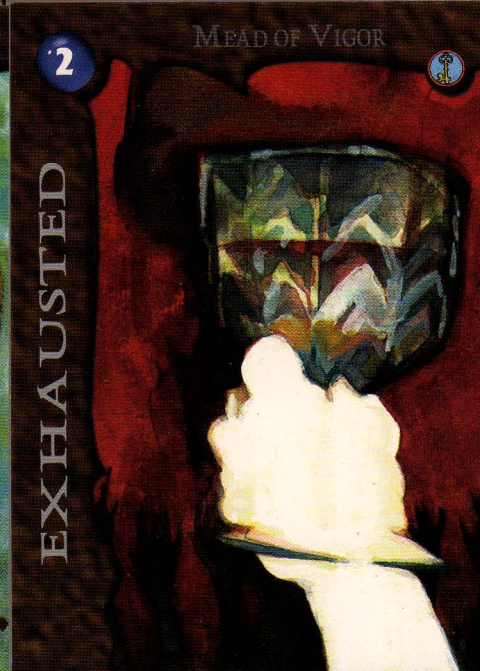
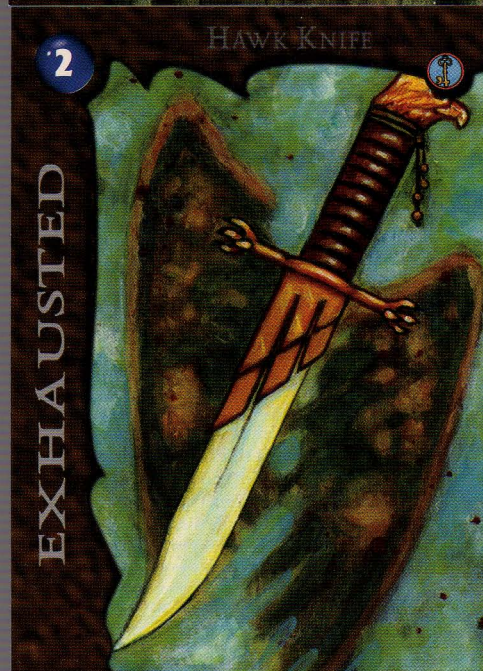
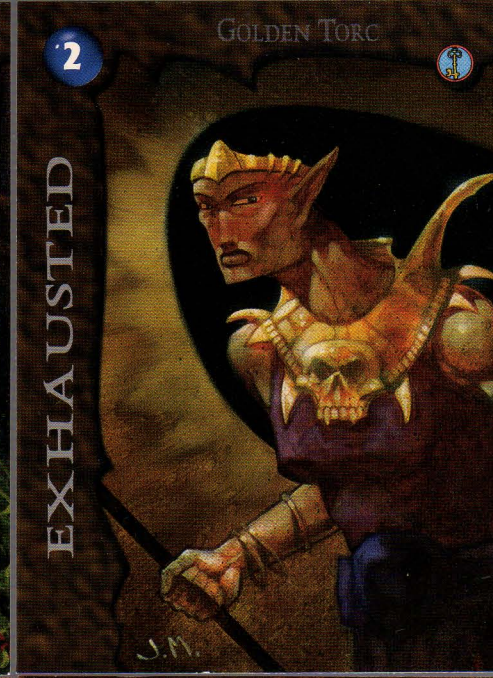
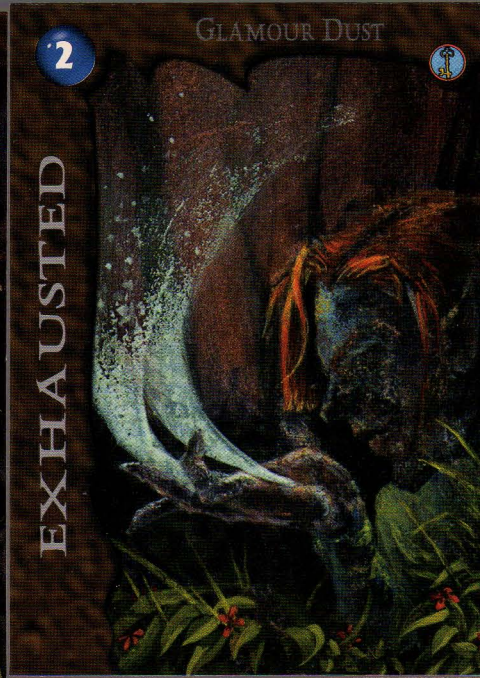
TREASURE



- ◆ Exhaust to recover 2 Resolve Abilities.

- ◆ Exhaust to see 1 random Waylay in your opponent's hand.

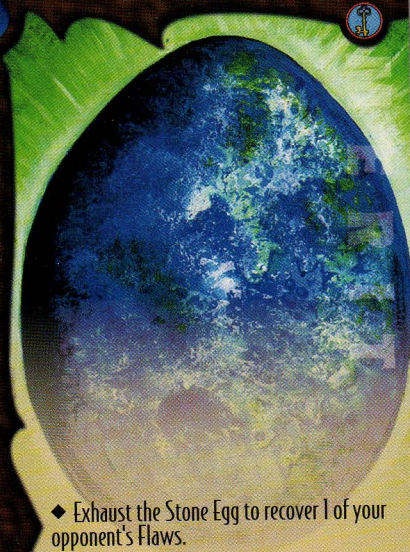
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2

STONE EGG

TREASURE



- ◆ Exhaust the Stone Egg to recover 1 of your opponent's Flaws.

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2

THE SILVER BRANCH

TREASURE



- ◆ You may use the Silver Branch to defeat a Combat Waylay of Rating 4 or less. Discard the Silver Branch when you use it.

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2

SIDHE SWORD

TREASURE



WEAPON

- ◆ This noble Sword adds 1 to your score in Combat Tests. This does not exhaust the Sidhe Sword. If you are ever defeated by 3 or more points, exhaust the Sidhe Sword.

- ◆ Noble Oath: If you are a noble, you may exhaust the Sidhe Sword to automatically win a Test against any other noble. If two nobles do this to each other, the result is a Stalemate.

A character cannot normally benefit from more than 1 weapon at a time.

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3

AL-KANON, THE CHAOS SWORD

TREASURE



WEAPON

- ◆ For every Resolve Ability you exhaust, you may add 1 to your score on a Combat Test. This does not exhaust the Chaos Sword, only your Resolve Abilities.

- ◆ If you are Unseelie, you may exhaust this Sword to return any 1 Waylay to your opponent's hand. Your opponent must replace it with a randomly drawn Waylay from his hand.

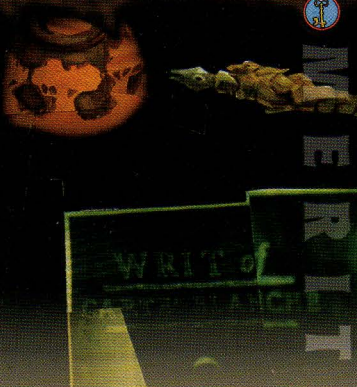
A character cannot normally benefit from more than 1 weapon at a time.

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2

WRIT OF CARTÈ BLANCHE

TREASURE



- ◆ Discard the Writ to gain a Victory against any of the following Waylays: Guilty as Charged, Traveling Papers, Ardenmore Guard Patrol and Ironclaw Archers.

- ◆ If you are defeated on a Castle League, you may exhaust this card to immediately retest.

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2

TOME OF THE DRAGONKIN

TREASURE



- ◆ You may exhaust the Tome to add 1 to your score in any Resolve Test. This must be done just before the Test.

- ◆ If you are Dragonkin, you may exhaust this Tome to recover up to 3 Abilities.

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3

GAUNTLET OF HERCULEAN STRENGTH

TREASURE



- ◆ Exhaust to add 4 to your score in 1 Might or Combat Test. This must be done just before the Test.

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3

BELT OF TROLL STRENGTH

TREASURE



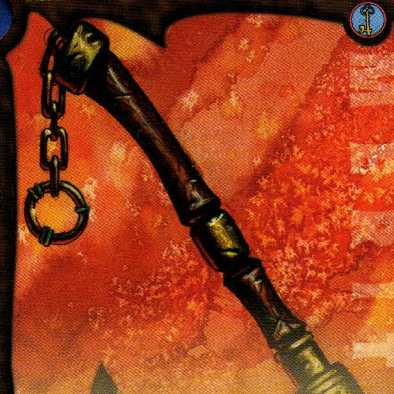
- ◆ The Belt adds 1 to your Might.
- ◆ The Belt can be exhausted to add 3 to your score on any Might Test.

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3

AXE OF THE OGRE FIEND GURRGALL

TREASURE



WEAPON

- ◆ The Axe adds 2 to your score in Combat Tests. If you are ever beaten in a Combat Test, the Axe is exhausted.

- ◆ If you are an Ogre or have Ogre kin you may exhaust this Axe to add 4 to your score in a Combat Test. This must be done just before the Test.

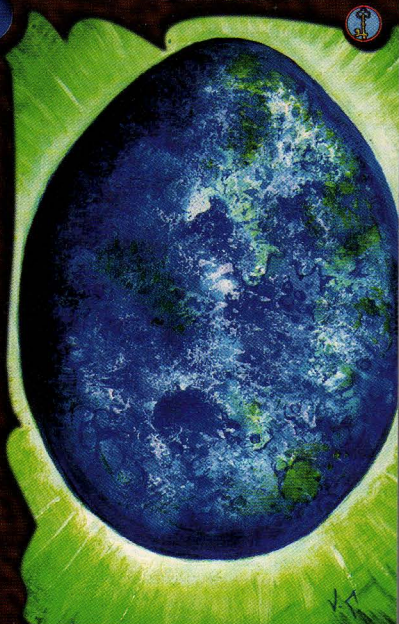
A character cannot normally benefit from more than 1 weapon at a time.

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STONE EGG

2

EXHAUSTED



THE SILVER BRANCH

2

EXHAUSTED



SIDHE SWORD

2

EXHAUSTED



AL-KANON, THE CHAOS SWORD

3

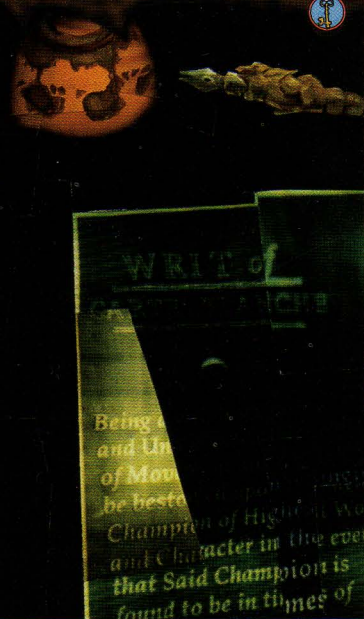
EXHAUSTED



WRIT OF CARTÈ BLANCHE

2

EXHAUSTED



TOME OF THE DRAGONKIN

2

EXHAUSTED



GAUNTLET OF HERCULEAN STRENGTH

3

EXHAUSTED



BELT OF TROLL STRENGTH

3

EXHAUSTED



AXE OF THE OGRE FIEND GURRGALL

3

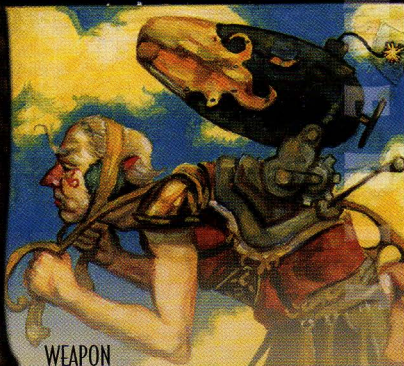
EXHAUSTED



KNOCKER'S ARTIFACT

3

TREASURE



WEAPON

◆ You can exhaust this weapon and 1 Might Ability to fire a Might 6 attack on any Character, Combat or Might Waylay within 2 Leagues. The Might of this weapon is used in place of your own when calculating your score in battle. If you are a Knocker, this is a Might 7 attack.

A character cannot normally benefit from more than 1 weapon at a time.

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LANCE OF ARDLANTH

3

TREASURE



WEAPON

◆ The Lance adds 2 to your score in a Combat Test.

◆ You may exhaust the Lance to add 4 to your score against any Dragons or Dragonkin.

A character cannot normally benefit from more than 1 weapon at a time.

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MIRTHOS FJADAL

3

TREASURE



ARMOR

◆ Exhaust to add 2 to your score in a Combat Test. This can be done after the Test is made.

◆ Exhaust to retest any Combat Waylay.

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PEARL OF WISDOM

3

TREASURE



◆ The Pearl adds 1 to your Resolve. This does not exhaust the Pearl.

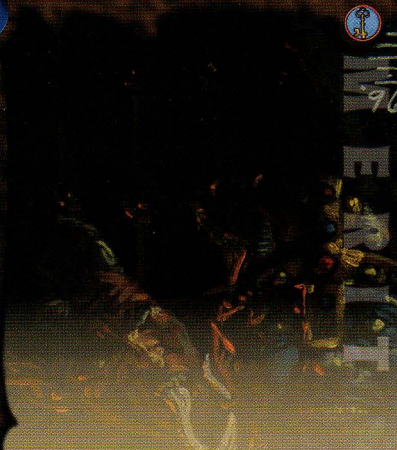
◆ Exhaust to add 2 to your score in any Resolve Test. This must be done just before the Test.

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THE SILVER TONGUE

3

TREASURE



◆ Add 1 to your Savvy.

◆ Exhaust to add 3 to your score in any Savvy Test.

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WAND OF ICE

3

TREASURE



◆ Exhaust the Wand and 1 Resolve Ability to freeze 1 Waylay or character in your League. This Waylay is trapped in a block of ice and cannot move, attack or be attacked until the end of your next Day. While frozen, you can ignore this Waylay, moving past or encountering the League.

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WYLDSTONE

3

TREASURE



◆ Exhaust the Wyldstone to retest any 1 Test. You must accept the results of the retest. This does not have to be a Test in which your character is involved.

◆ Discard the Wyldstone to cause any 1 Waylay to age rapidly, halving (round up) all of its attributes. For example, a Combat 5 Waylay would become Combat 3.

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ALLERGIES

2

CURSE



◆ Your opponent can exhaust this Flaw while you are on a Forest League, forcing you to retest a Victory. You must accept the results of the retest.

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BOTTOM-HEAVY

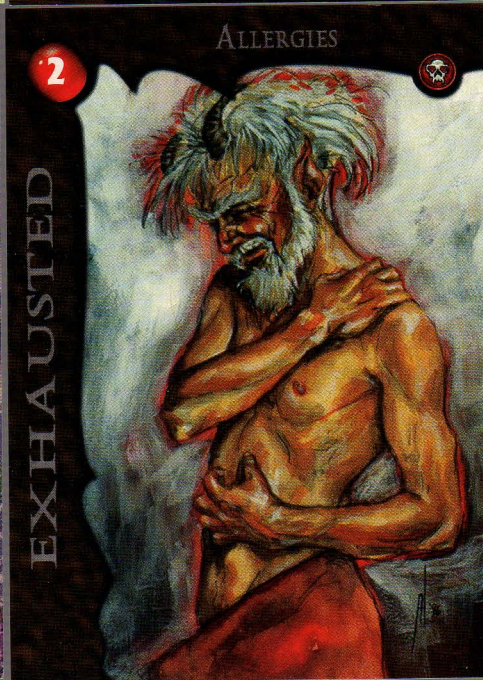
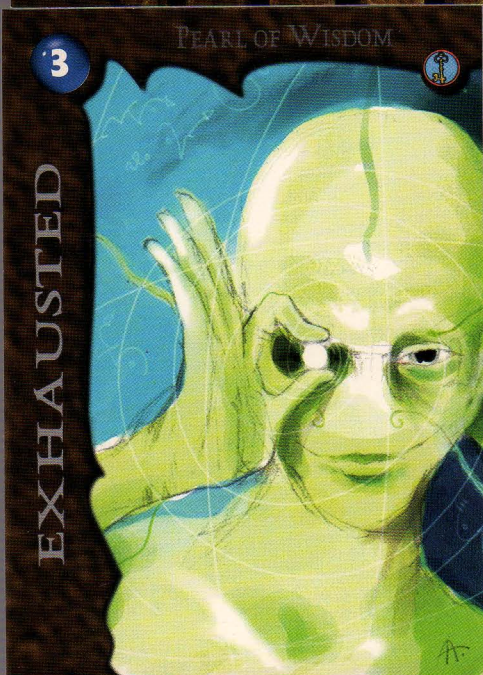
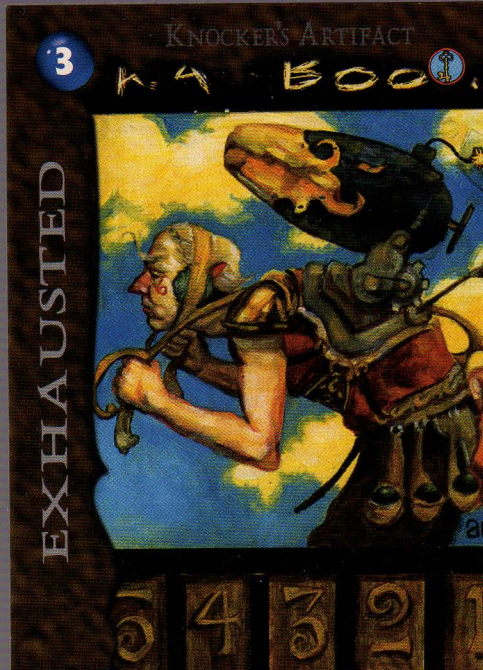
2

CURSE



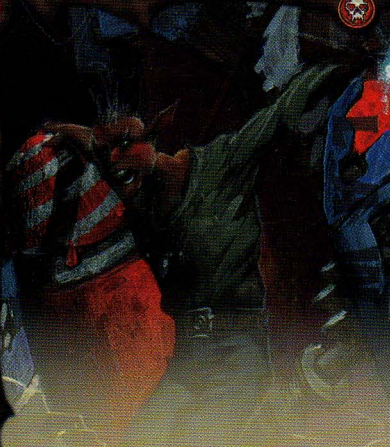
◆ Your opponent can exhaust this Flaw while you are on an Ocean or River League, forcing you to retest a Victory. You must accept the results of the retest.

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2 **WEAK KNEES**

CURSE



◆ Your opponent can exhaust this Flaw while you are on a Mountain League, forcing you to retest a Victory. You must accept the results of the retest.

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2 **WARRANT**

CURSE



◆ Your opponent can exhaust the Warrant to add 2 to the score of any Ardenmore Patrols or Taxmen.

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2 **CLAUSTROPHOBIC**

CURSE



◆ Your opponent can exhaust this Flaw while you are on a Town or Ruins League, forcing you to retest a Victory. You must accept the results of the retest.

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1 **HUMANS**

ENEMY



◆ All Humans add 1 to their score in any Test against you.

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1 **DRAGONKIN**

ENEMY



◆ All Dragonkin add 1 to their score in any Test against you.

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3 **BAD LUCK**

CURSE

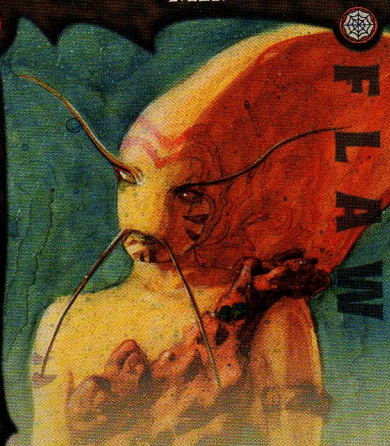


◆ You are affected by constant unexplainable bad luck. Any time you're forced to exhaust 1 Merit, you must instead exhaust 2 Merits.

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1 **MER**

ENEMY



◆ All Mer add 1 to their score in any Test against you.

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1 **KNOCKERS**

ENEMY



◆ All Knockers add 1 to their score in any Test against you.

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1 **IMPS**

ENEMY



◆ All Imps add 1 to their score in any Test against you.

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WEAK KNEES

2

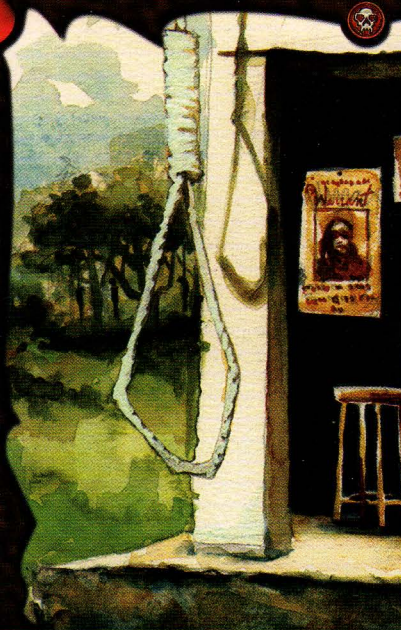
EXHAUSTED



WARRANT

2

EXHAUSTED



CLAUSTROPHOBIC

2

EXHAUSTED



HUMANS

1

EXHAUSTED



DRAGONKIN

1

EXHAUSTED



BAD LUCK

3

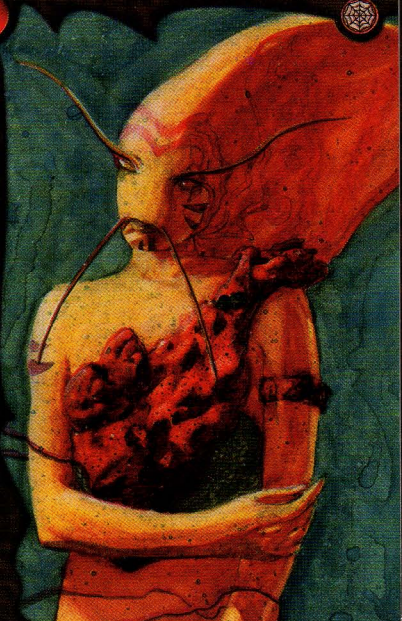
EXHAUSTED



MER

1

EXHAUSTED



KNOCKERS

1

EXHAUSTED



IMTS

1

EXHAUSTED



1

ENEMY

OGRES

◆ All Ogres add 1 to their score in any Test against you.

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1

ENEMY

REDCAPS

◆ All Redcaps add 1 to their score in any Test against you.

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1

ENEMY

SATYR

◆ All Satyr and Nymphs add 1 to their score in any Test against you.

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1

ENEMY

SIDHE

◆ All Sidhe add 1 to their score in any Test against you.

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1

ENEMY

TROLLS

◆ All Trolls add 1 to their score in any Test against you.

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2

ENEMY

THE SHERIFF OF RAXIS

◆ Add 1 to the score of opposing Waylays in Leagues containing Towns or Castles.

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3

ENEMY

BERNARD ASSJACK

◆ Bernard doesn't like you or perhaps he just doesn't think you're up to the task. In any event, add 2 to the Waylay Rating of any Quest(s) you undertake. The Flaw cannot be exhausted.

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3

ENEMY

KING IRONHEART

◆ Infuriated by your support of Lord Gamine, King Ironheart promises to give you 'special' attention. Cog Soldiers and Cog Dragoons each add 2 to their score in any Waylay against you.

◆ Your opponent can exhaust this Flaw when you are on any League with a border to force you to skip your next Day.

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3

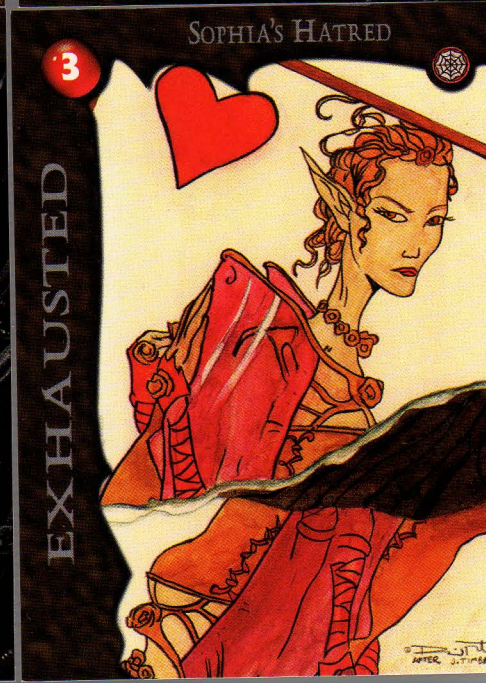
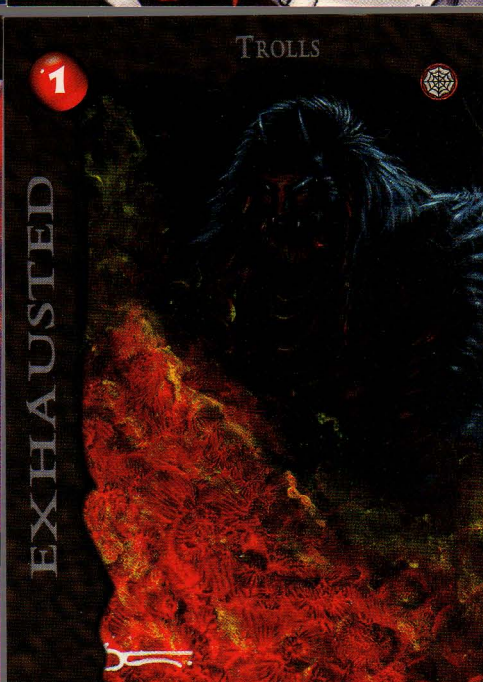
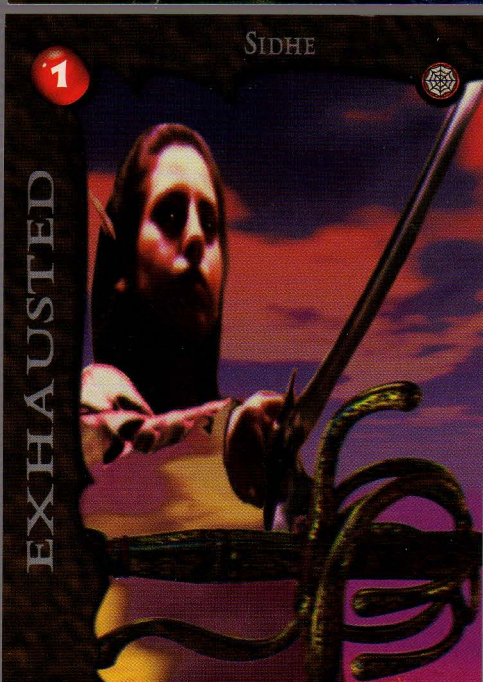
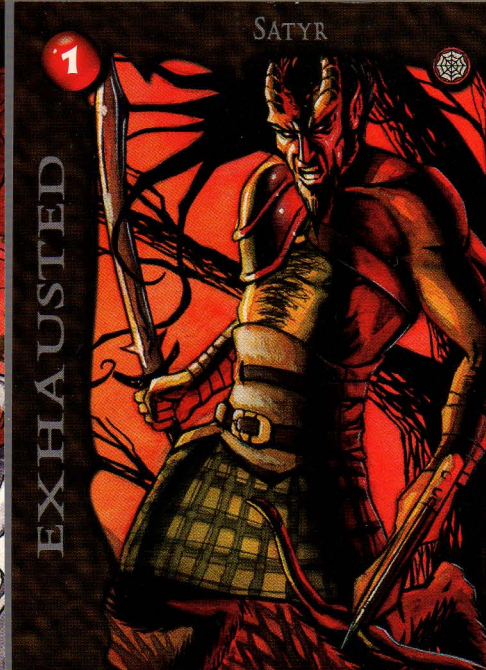
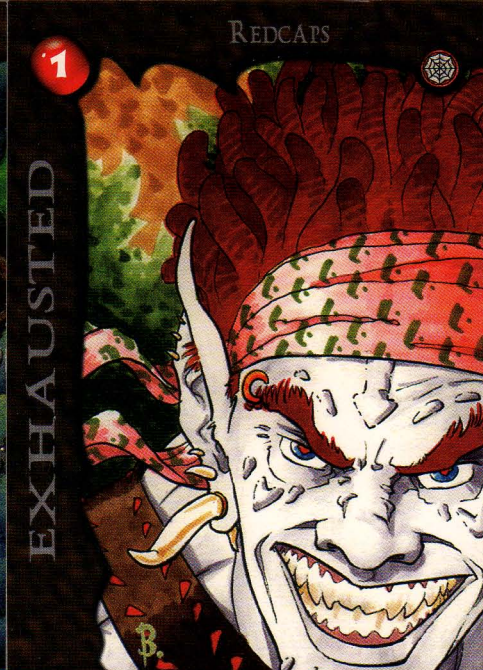
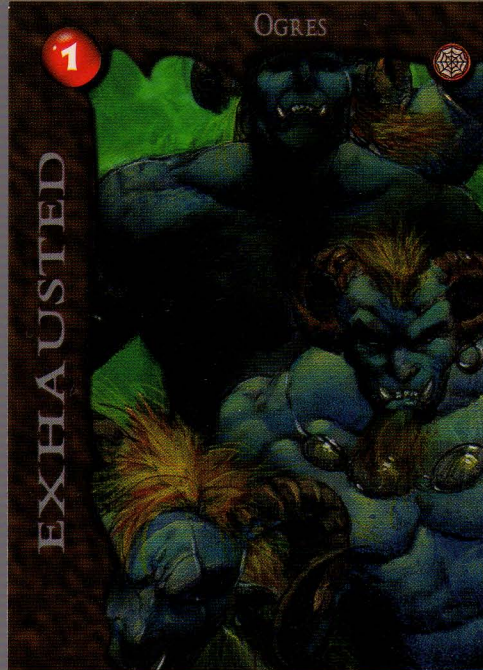
ENEMY

SOPHIA'S HATRED

◆ You have done some foolish deed or action in the past which earned you the hatred of the lovely Lady Sophia. Although you can still take her as an Ally, you will never benefit from her abilities. Subtract 2 from your score on any Tests while on the Rosewood Keep League. This does not exhaust this Flaw.

◆ Your opponent may exhaust this Flaw to change any of your Victories to a Defeat.

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1

WEAKNESS

DISHONEST



◆ Your opponent can exhaust this card to subtract 1 from your score in any Savvy Test. This must be done just before the Test.

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1

WEAKNESS

CRAZED



◆ Your opponent can exhaust this card and subtract 1 from your score in 1 Combat Test. This must be done just before the Test.

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3

ENEMY

TIBERIUS



◆ The mysterious Wizard Tiberius has chosen to vent his frustrations on you. Your opponent may exhaust this card to move you 3 Leagues in any direction of his choice.

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2

WEAKNESS

COWARD



◆ Your opponent can exhaust this card to force you to retest 1 Combat Victory. This must be done immediately following a victorious Test.

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1

WEAKNESS

PANSY



◆ Your opponent may exhaust this card to subtract 1 from your score in 1 Combat or Might Test. This must be done just before the Test.

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1

WEAKNESS

GLASS JAW



◆ Your opponent can exhaust this card to change 1 Combat Stalemate into a Defeat against you. You must accept this result.

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3

WEAKNESS

ABSENT-MINDED



◆ Your opponent can exhaust this card to subtract 2 from your score in any Resolve Test. This must be done just before the Test.

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2

WEAKNESS

INDECISIVE



◆ Your opponent can exhaust this card to force you to retest any Resolve Victory. This must be done immediately following a victorious Test.

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2

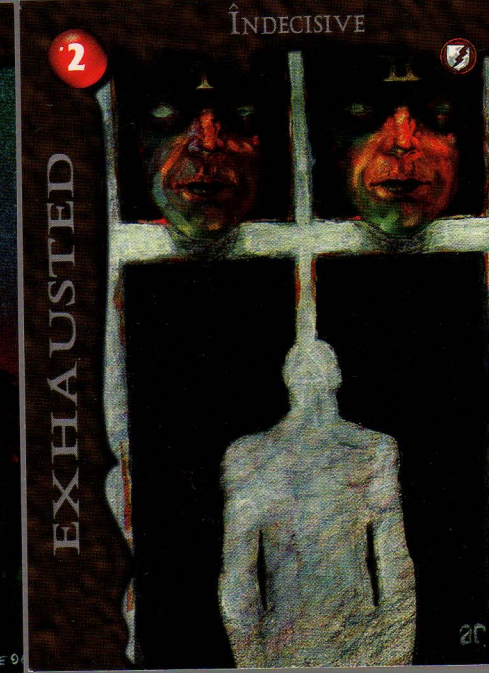
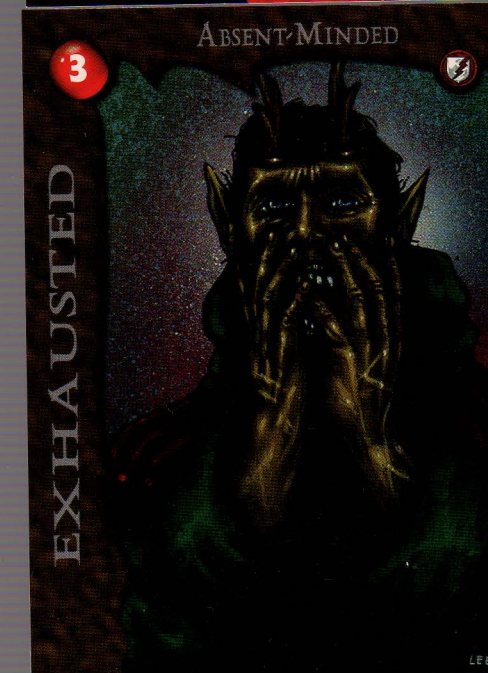
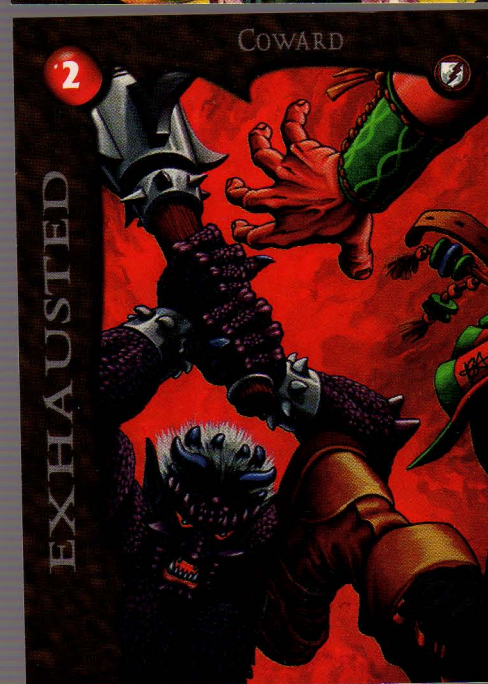
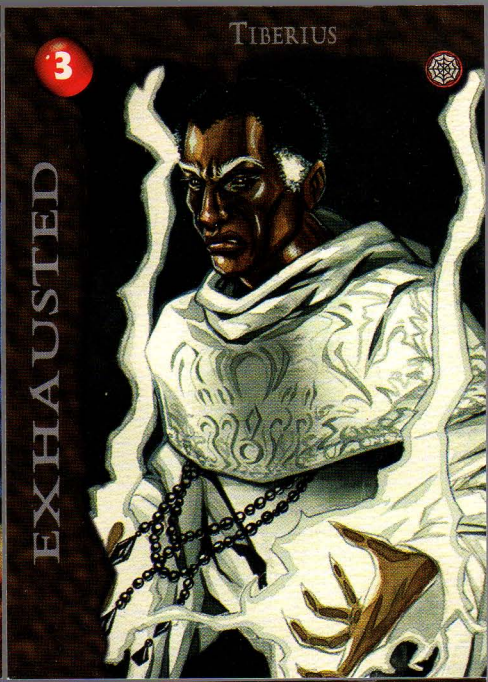
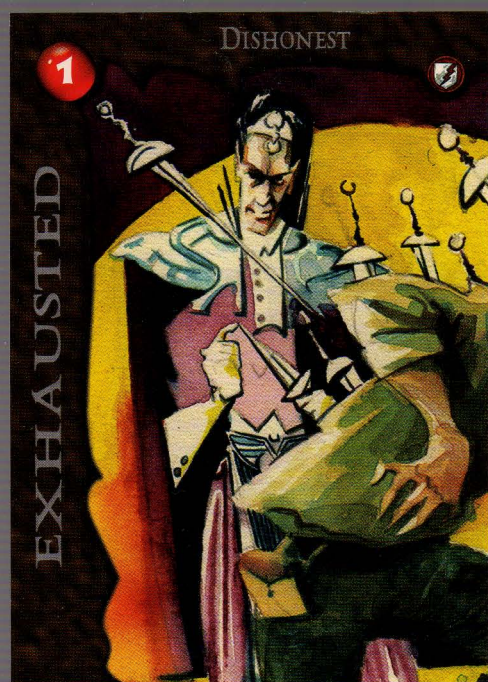
WEAKNESS

GULLIBLE



◆ Your opponent can exhaust this card to force you to retest any Savvy Victory. This must be done immediately following a victorious Test.

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Lord Gamine

Years ago, Skyeholm, the mountain castle of High King Ardlanth, ruler of Arcadia, fell under a mysterious curse called the Darkening, which turned all of Skyeholm's inhabitants into petrified marble statues. Several months ago, Lord Gamine, the ruler of Ardenmore, embarked upon a quest to uncover the truth about Skyeholm and the Darkening. He has not returned. In his absence, Gamine's human-mule advisor, Bernard Assjack, rules as regent. Bernard has called all of the heroes of the land together to set out on a Quest to find Lord Gamine and return him to Ardenmore.

What You Need to Play

In order to play **Arcadia: The Wild Hunt** you need only one **Story Pack** and one **Character Pack**. You will also need a single six-sided die.

The Golden Rule

Any rules on individual cards will always supersede the basic game rules listed here.

In This Pack

In the **Story Pack** you'll find three types of cards: **Leagues**, **Waylays** and **Quests**.

League Cards

Leagues are the lands of Ardenmore, the kingdom in which this adventure takes place. Every League has specific features such as **Terrain**, **Enter & Leave** conditions, a short description of that particular region and the **Rest** conditions that can be found there.

Terrain—Terrain indicates the specific features of the land and what can always be encountered there. Terrain icons are matched with **Waylay** icons for the purposes of playing **Waylays**. See **Waylays** below for more information.

Enter & Leave—Some Leagues have rougher terrain than others. **Enter** and **Leave** information tells you what **Trials**, if any, your character must pass in order to move into or out of the League.

Special—This section contains any information specific to that League.

Rest—The **Rest** information tells what types of **Merits** and (Sometimes) **Flaws** can be recovered here. For more information on **Rests** and recovering **Merits** and **Flaws** see the **Sequence of Play** below.

Quest Cards

The **Quest** defines the particular game you will play. Each **Quest** will include the **Waylay** ratings, **Treasure** ratings, and **experience** points of the game, along with specific information about the **Quest's** victory conditions.

3

SEQUENCE OF PLAY

Game play is simple. You and your opponent take turns moving your characters around the Leagues that are in play. Each turn is called a **Day**. During a **Day** a character may either move to and encounter a new League or stay on and encounter his current League. Characters can only move to adjacent Leagues. They may never move diagonally. Several things may exist on a League: characters, **Waylays**, **Rests**, and/or **Treasures**. These are encountered in a specific order. You encounter a League as follows:

- 1) **Entering Trials**—You must pass the Trial (if one exists) before you can encounter anything on the League. If you fail the Trial, you must remain in your starting League and cannot move this Day.
- 2) **Encounter any Waylays**, new or existing. You opponent can now play a **Waylay** on you in this League. An opponent, however, cannot normally play a **Waylay** on a League which already has a **Waylay** card on it. If there is more than one **Waylay** on a League, all must be encountered in the same Day.
- 3) Another character can be encountered or left alone, at your option.
- 4) You may pick up any of your **Treasures**.
- 5) Finally, you may rest.

Aside from the **Entering Trial**, you may only encounter one thing on a League per Day: **Waylays**, opposing character, **Treasure** or **Rest**. If you face a **Waylay** you cannot get your **Treasure** or **Rest** until the following Day.

Leaving Leagues

You may leave any League that does not contain a **Waylay** and move to any adjacent League. You must pass any **Terrain Trials** stipulated by your current League before you move. If you do not pass, you are stuck in your current League for the Day and can try again on your next Day. If there is a **Waylay** in your League that you have not defeated, you may only leave in the direction from which you came. This is called **retreating**. You cannot move past an undefeated **Waylay** unless you have a special card that allows it.

Playing and Encountering Waylays

When your opponent enters a League, you have the option of playing a **Waylay** card against him. The **Waylay** must match at least one of the **Terrain** features of the League on which it is played. You may only play **Waylays** on an opponent, never on yourself (although you may end up facing **Waylays** that you played but your opponent retreated from). Once you play a **Waylay**, your opponent must face it upon entering the League. If a character remains in the same League you cannot play another **Waylay** on him, unless special circumstances say otherwise.

When you face a **Waylay** it will either be one already on a League you're moving into, or one that your opponent plays against you when you enter a League. If you do not defeat the **Waylay**, it remains on the League. Unless special circumstances dictate otherwise, a **Waylay** will remain in play until it is defeated. If there is more than one **Waylay** on a League, you encounter each one in the order of their **Waylay** Ratings: lowest to highest.

6

Flaws

Just as everyone has skills, they also have shortcomings. **Flaws** are optional, but if taken they can increase the number of points you have available for your **Merits**; again see **Building Your Character** below. There are three types of **Flaws**: **Curses**, **Enemies** and **Weaknesses**.

Curses—Curses represent special limitations that affect your character. They may cover a wide range of situations but have only minor effects, or they may occur in very specific circumstances and have more severe consequences.

Enemies—Enemies represent those who look upon the character with dislike. An entire race may have a general dislike of the character, or a specific powerful figure may have a particular hatred of her.

Weaknesses—These are the physical, social and psychological shortcomings of your character.

BUILDING YOUR CHARACTER

Step 1: Select Your Race

If this is your first pack of **Arcadia: King Ironheart's Madness** character cards, then you will have only one **Character Icon**. Otherwise you'll need to select one of your **Character Icons** now. This will define your race and gender.

Step 2: Select Your Merits and Flaws

Merits help your character to win, while **Flaws** can hinder your progress. You begin with 10 free points with which to create your character. Every **Merit** has a cost listed in the top left corner of the card. This is the number of points you must invest, or spend, on the **Merit** to purchase it for your character. Every **Flaw** has a number of bonus points, also listed in the top left corner of the card. By taking that **Flaw** you gain those points to spend on more **Merits**; you may not take more points of **Flaws** than the number of points you start with, i.e. 10 for **Quests** in this set. For example **Eschal** is creating his character and he wishes to take 12 points of **Merits**. He takes a 2-point **Flaw**, bringing his total available points from 10 to 12. Now he's set.

Special Rule: Treasures

Treasures are used in two ways in this game. They can be purchased just like any other **Merit**, to be at your character's disposal for every game you play with that character, or they can be discovered in the course of the **Quest** adventure. **Treasures** that you purchase are called **permanent Treasures**, and they are treated just like any other **Merit**: if your character discards them they will return for the next game. **Quest Treasures** can be used for the duration of one game only. It is possible for a character to find the same **Treasure** on multiple **Quests**. More information on **Quest Treasures** is available in the **Story Pack** rules.

Step 3: Your Court

The Fey are divided into 2 courts: **Seelie** and **Unseelie**. **Seelie** characters are good, just, kind and righteous, while **Unseelie** characters are evil, conniving, manipulative, and deadly. Every **Ability** and **Weakness** is labeled either **Seelie** or **Unseelie**. If you have more **Seelie** than **Unseelie** **Abilities** and **Weaknesses**, you are **Seelie**, and vice versa. If you have an equal amount of each, you must choose the court you wish to belong to, but you cannot change it after you have decided.

Step 4: Your Identity

Now that you have defined your character, all that's missing is the breath of life. You should name him or her and add some flavorful information as to where you came from and what you're doing on this **Quest**. For more information on the **Quest** itself, see the **Rules** card in the **Story Pack**.

2

SETTING THE STAGE

1. **Create Characters**. You and your opponent each create a character following the rules listed in the **Character Pack**. Your **Merit** cards are placed face up (unexhausted) in front of you. Your **Flaws** are given to your opponent and placed face up in front of her.

2. **Select and play Quests**. You select the **Quest** your character will undertake. You read your opponent's **Quest(s)** and he reads yours. You select a volume of **Waylays** equal to the **Waylay** rating of your opponent's **Quest(s)**. You also select a volume of **Treasures** equal to the **Treasure** Rating of your **Quest(s)**. Note: A **Quest** with a **Treasure** Rating of 3 allows you to select one 3-point **Treasure**, three 1-point **Treasures**, or any combination that adds up to 3. We recommend attempting only one **Quest** on your first game. Later, however, you may find that attempting several at once is more challenging and dramatic.

3. **Select and play Leagues**. For every **Quest** you're undertaking, select 5 Leagues. You and your opponent each roll a die. The player with the lowest roll goes first. Players then take turns laying down their Leagues. Leagues can only be placed in a feature matching feature format and must always be played horizontally (in the same direction—long side to long side, short side to short side). Leagues can never be placed short side to long side to form a "T" connection. A newly played League must match any and all existing Leagues beside it. For example: A Forest end can connect to any other League with a Forest end on it as well. A Side with a Forest and a Road can connect to any other side with either a Forest or a Road, or both. Border **Terrain** Leagues require special attention. A Border is an end. No other League can be played beside a Border. The exception to this is Ocean **Terrain**. Ocean **Terrain** can only be played beside other Ocean **Terrain** or beside a Border.

If a League has **Unique** listed on it, there can only be one of that League in play. If both players wish to play that League the player with less total character points may place the League. The duplicate **Unique** League must be discarded.

4. **Place Treasures**. You and your opponent now take turns placing your **Quest Treasures** on the board. **Treasures** are placed one at a time and no League can have more than one **Treasure** underneath it unless all other Leagues already house **Treasures**. Any **Treasures** found during a **Quest** are not permanent to your character and cannot be kept from game to game. You may, however, add **permanent Treasures** with experience points (see **Winning the Game**, below). During the course of game play your opponent cannot pick up your **Treasures** and vice versa.

5. **Place Characters**. You now select your opponent's starting League and he selects yours. This is called your **Base Camp**.

6. **Begin Play**. Play now begins. The player who rolled lowest goes first. She may move her character one League in any direction. See the **Sequence of Play** below. If you have a **Waylay** that can be played on the League she's moved to, you may opt to do so, or hold it for later. Ultimately you must use your **Waylays** at opportune times to slow or halt your opponent's progress while you complete your **Quest**. If no **Waylays** are played your opponent can encounter the League and benefit from any **Rests** there.

EXHAUSTING AND RECOVERING MERITS

In many cases you must exhaust your **Merits** to use their special abilities. When you exhaust a **Merit**, you turn the card over. You can no longer benefit from any of its abilities. The only way to recover an exhausted **Merit** is to rest. Each League details what **Merits** can be recovered by resting there. If no **Waylay** is encountered you may rest on a League the Day you enter it (See **Sequence of Play**, above). If you do encounter a **Waylay** you must spend the following Day on the League if you wish to benefit from the **Rest**. You may never rest on a League that has an active **Waylay** on it.

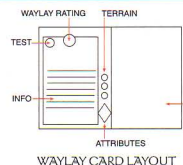
Exhausting All of Your Merits

If you're unfortunate or foolhardy enough to exhaust all of your **Merits**, you're in a bad spot. You can at any time opt to discard an exhausted **Merit** instead of exhausting another one. If all of your **Merits** are exhausted and you lose a **Test**, you must discard one of your exhausted **Merits**. If you're forced to discard all of your **Merits**, you skip your next Day and are transported back to your **Base Camp**. Your discarded **Merits** will not return until the beginning of your next game.

Exhausting and Recovering Flaws

Your opponent may, when appropriate, exhaust one of your **Flaws** to force your character to suffer the listed effect. Much like **Merits**, some Leagues allow your opponent to recover one of your **Flaws**. **Flaws** can never be discarded, only exhausted. When a **Flaw** is exhausted, a character can no longer suffer from its disadvantages.

The game is over when one character completes her **Quest(s)**. Each **Quest** has unique conditions which must be met for it to be completed. If you're playing a **Chronicle** with continuing characters, the winning character gains 1 experience point. That experience point can be saved or spent immediately to buy a new **Merit** or get rid of a **Flaw**. Points are used on a 1 for 1 basis. If you have 2 experience points, you may buy a 2-point **Merit**, two 1-point **Merits**, buy off a 2-point **Flaw** or two 1-point **Flaws**. For every 2 experience points a character has spent add 1 to the **Waylay** Rating of any **Quests** you undergo.



8

WELCOME TO ARCADIA™

Arcadia is the fantastic and mystical home of the changelings, the fae. Here they exist as they have for eons, drawing from the dreams and nightmares of mortal men and women to forge their own fantastic reality.

In This Pack

In this pack you'll find three different types of cards: a **Character Icon** and an assortment of **Merits** and **Flaws**. By selecting a combination of various **Merits** and **Flaws** you can customize the character you will use to adventure through the fairy tale land of Arcadia.

Character Icon Cards

These 3-D pop up cards contain the special information about your race. Your **Attributes** (**Might**, **Savvy** and **Resolve**) are all detailed here, as is your gender and special ability.



Might

Might is your character's physical prowess. It encompasses your strength, agility and overall physical health.



Resolve

Resolve represents the reasoning ability, willpower and mental fortitude of your character.



Savvy

Savvy signifies guile and cunning, but it may also indicate your charm and charisma.



Combat

Allies and **Waylays** have a **Combat Attribute**; characters do not. Characters use their **Might Attribute** for all **Combat Tests** and **Trials**.

Merit Cards

Just as every individual has their own unique special talents, so too does every character in Arcadia. **Merits** come in many shapes and sizes, but they all help you in some way. Each **Merit** has a cost, which represents the amount of points you must spend in order to acquire it. See **Building Your Character** below for more information. There are five types of **Merits**: **Abilities**, **Advantages**, **Allies**, **Assets** and **Treasures**.

Abilities—Every **Ability** is tied to an **Attribute**. This represents the 'source' of the **Ability**. If the majority of your **Abilities** derive from a particular **Attribute**, that may influence your approach to problem-solving (i.e. if you have more **Might** **Abilities**, you will use physical means to solve problems, etc.). **Abilities** also have a court symbol, either **Seelie** (Seelie symbol) or **Unseelie** (Unseelie symbol). This will be discussed below.

Advantages—Advantages are special skills or affinities that are available to your character.

Allies—Allies are the friends that you have met along the way. Many of them have unique skills and talents that they'll lend to your service.

Assets—Assets, drawn from the peculiar magic that is available to the fae, can be used to a character's advantage in a wide variety of ways. **Naga** characters have abilities related specifically to two types of **Assets**, **Pyretics** and **Imagery**, which are represented by the following glyphs respectively.



Treasures—These are the mystical and mundane items that your character may have at his disposal. **Treasures** can be quite potent, but often have equally daunting drawbacks.

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Waylays—These are the number of points in **Waylays** your opponent selects to play against you.



Treatures—These are the number of points in **Treatures** you may select to be placed for you to find during your **Quest**.

Experience—This is the number of experience points your character earns if he completes his **Quest**.

Victory Conditions—On the opposite side of your **Quest** card is a detailed explanation of the **Quest** and how it must be completed. Each **Quest** has its own victory condition.

Waylay Cards

In the course of your adventure, your opponent will play **Waylay** cards to deter you, and you will do the same to him. Each **Waylay** is a creature, object or circumstance that could potentially hinder otherwise undaunted heroes. **Waylays** are divided into four categories: **Might**, **Resolve**, **Savvy** and **Combat**. You must use the listed **Attribute** when you face a **Waylay** unless you have a **Merit** that allows you to change the nature of the **Waylay**. **Waylays** that have no number listed for a specific **Attribute** can never become a **Waylay** of this type. For example: A Hurricane can never be changed from a **Might** to a **Savvy** **Waylay**; you can't talk a storm out of running its course. Hence, there is no **Savvy** **Attribute** listed on the **Waylay** card. Each **Waylay** lists the **Terrain** on which it can be found, a **Waylay** Rating, the **Test** information and its **Attributes**. A diagram of the **Waylay** card layout may be found at the end of these rules.

Terrain—The type of **Terrain** a **Waylay** may be played on. Only one feature needs to match with the **League** **Terrain**. For example: If a **Waylay** lists **Forest** and **Swamp** and your **League** lists **Swamp** and **Fields**, you may play that **Waylay**. **Waylays** with this symbol can be found on any **Terrain**.



Waylay Rating—**Waylays** are ranked by their potency. A low **Waylay** rating indicates an easy situation, while higher numbers become tougher to overcome. Your opponent can select **Waylays** with a combined rating equal to or less than the **Waylay** Rating of your **Quest**.

Test—Nearly every **Waylay** involves a **Test** of some kind. The symbols on top identify the type of **Test** required. It is still important to read the actual card text, as special circumstances may apply. Some **Waylays** can be tested in more than one way. If a **Waylay** has two tests listed, the character encountering it can choose which test to face.

Attributes—Each **Waylay** has at least 1 **Attribute**. These **Attributes** determine a **Waylay's** base rating. This rating is added to the die results to determine the score. If a **Waylay** **Attribute** is not listed, it can never become a **Waylay** of this type.

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Encountering Other Characters

When you encounter another character on a League you may choose to **waylay** him. If you do you may also choose the type of **Test**: **Might**, **Savvy**, **Resolve** or **Combat**. If you're victorious, you may select which **Merit** your defeated opponent exhausts, or you may choose to move him one League in a direction of your choice (ignoring **Terrain** Trials). But careful about bullying an opponent too much—you can always come back and **waylay** you on his terms the next Day.

Base Camp

Your **Base Camp** is your starting point and the only place on the board where you are safe. Your opponent may never **Waylay** you here and regardless of the **Rest** listed you may always recover 1 **Merit** of any type while there.

TESTS AND TRIALS

There are two types of hurdles a character will be forced to overcome in his journeys: **Tests** and **Trials**.

Tests

Tests are always opposed: they are either between 2 characters or between 1 character and 1 **Waylay**. There are four different types of **Tests**: **Might**, **Resolve**, **Savvy** and **Combat**.

Might—**Might** Tests use the character or **Waylay's** **Might** **Attribute**.

Resolve—**Resolve** Tests use the character or **Waylay's** **Resolve** **Attribute**.

Savvy—**Savvy** Tests use the character or **Waylay's** **Savvy** **Attribute**.

Combat—**Combat** Tests are special. A character uses their **Might** **Attribute** against a **Waylay's** **Combat** **Attribute**.

Tests are done by rolling a die and adding it to your base **Attribute**. This total is called your score. Your opponent rolls for the **Waylay** and adds it to the **Waylay's** base **Attribute**. You then compare scores. If you are victorious, the **Waylay** is defeated and discarded. On your next Day you may encounter your **Treasures** or the **Rest** listed on the League. If there is a tie, or **Stalemate**, the **Waylay** remains in play and you may retreat or try again the next Day. If you're defeated, you must exhaust 1 **Merit**. You may try again the next Day or retreat. If you have a **Merit** or circumstance which allows you to retest, both you and your opponent (or **Waylay**) reroll the **Test**.

Trials

Trials are often found on Leagues and occasionally on **Waylays**. They are specific tests you must pass in order to move on or overcome a circumstance. Unlike a **Waylay** or **Character Test**, a **Trial** is not opposed. The **Trial** will indicate the **Attribute** you must use, as well as the difficulty you must overcome. Roll a die and add that number to the listed **Attribute**. If you equal or exceed the difficulty listed, you pass the **Trial** and may move on. If you fail you cannot enter or leave a League respectively. If you fail a **Trial** listed on a **Waylay** you suffer its listed effects.

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HUMAN M A L E

My story? I was stolen from my life on Earth so that some Sidhe could stay in my place. Now I'm here, and I only remember slivers of that world, though my heart yearns for it.



DRAGONKIN F E M A L E

One must always be mindful that one is a part of the many. Do not forsake your kind. Once you have seen to your Brood, then see to yourself, and pursue an emerald perfection in all you do.



DRAGONKIN M A L E

One must always be mindful that one is a part of the many. Do not forsake your kind. Once you have seen to your Brood, then see to yourself, and pursue an emerald perfection in all you do.



KNOCKER M A L E

We are the craftsmen and inventors, and we are hard working and precise. Machines and knickknacks are wonderful in their complexity, and a Knocker will not be happy if he is not tinkering with something at all times. Hand me that wrench.



IMP F E M A L E

Come and play the game! Show the rest of us how brightly your mental flame burns, show us how lively you can step! Do the stylish thing, not the simple one! Use your wits, dance with your foes, enjoy life for the contest it is!



HUMAN F E M A L E

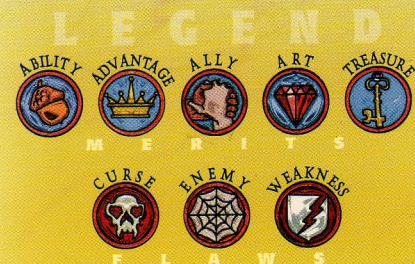
My story? I was stolen from my life on Earth so that some Sidhe could stay in my place. Now I'm here, and I only remember slivers of that world, though my heart yearns for it.



NYMPH



SPECIAL: NATURE'S BLESSING
Add 2 to your score on any Tests when you're on a Forest or River League.



MER M A L E

I do not like dry land, but circumstance has driven me here. Do not mistake that for weakness. If you stand in my way, I will show you just what a Mer warrior can do, wherever he may be.



KNOCKER F E M A L E

We are the craftsmen and inventors, and we are hard working and precise. Machines and knickknacks are wonderful in their complexity, and a Knocker will not be happy if she is not tinkering with something at all times. Hand me that wrench.



HUMAN M A L E



SPECIAL: LEADER

You can begin the game with 2 free points of Allies. These points are not part of your 5 point starting level and do not count toward your total points.

DRAGONKIN F E M A L E



SPECIAL: FLIGHT
You may exhaust a Might Ability to fly for 1 Day. This allows you to move 2 Leagues, skipping any 1 League which is not a Forest or Mountain. A Dragonkin is always Seelie.

DRAGONKIN M A L E



SPECIAL: DRAGON BREATH
You may exhaust 1 Might Ability to give you 1 Might 6 blast of fire, which lasts for 1 Combat Test only. Your own Might Attribute and other Merits cannot be used during this Test. A Dragonkin is always Seelie.

LEGEND



M E R I T S



F L A W S

LEGEND



M E R I T S



F L A W S

LEGEND



M E R I T S



F L A W S

KNOCKER M A L E



SPECIAL: INVENTOR
Knockers can begin the game with 2 free points of Treasures. These points are not part of your 5 point starting level and do not count toward your total points.

IMP F E M A L E



SPECIAL: MISCHIEF
You may exhaust a Savvy Ability and add 2 to your score for 1 Resolve Test only. This must be done just before the Test.

HUMAN F E M A L E



SPECIAL: DIPLOMAT

You may add 1 to your score in any Tests against creatures regardless of whether the Tests are Might, Savvy, Resolve, or Combat.

LEGEND



M E R I T S



F L A W S

LEGEND



M E R I T S



F L A W S

LEGEND



M E R I T S



F L A W S

NYMPH

We are the harmony of wild places. We are the song of the wind in forest canopies. We are the chuckle of stony brooks. We are the soft touch of nature and love, and we are the roots of life.

MER M A L E



SPECIAL: AMPHIBIOUS
You may recover any 1 Merit when on a River, Lake, or Ocean League. Alternately, you may recover 2 times the listed recovery for that League.

KNOCKER F E M A L E



SPECIAL: TINKERER
You may always recover 1 Treasure in addition to the Rest listed on a League.

LEGEND



T E S T



C O U R T C A R D

LEGEND



M E R I T S



F L A W S

LEGEND



M E R I T S



F L A W S

REDCAP

F E M A L E

What d'ya want? To talk to me? I got no time to talk to you, get outta my way! What? You really don't know Redcaps, do ya? Okay, I'll show you. Gimme your hand. Mmmm. Now outta my way or I'll eat the other one too!

LEGEND



T E S T



C O U R T

C A R D

OGRE

M A L E

Listen: Only power matters in this world. Get it any way you must, but get it or you're worthless. Crush anyone or anything that gets in your way, 'cause that is the way of strength.

LEGEND



T E S T



C O U R T

C A R D

OGRE

F E M A L E

Listen: Only power matters in this world. Get it any way you must, but get it or you're worthless. Crush anyone or anything that gets in your way, 'cause that is the way of strength.

LEGEND



T E S T



C O U R T

C A R D

SIDHE

M A L E

It is our way to rule, for none are as fit for leadership as we. To look upon our kind is to see wonder and perfection. Our love is limitless, yet so is our hatred when it is earned. Look to us if you wish to understand life, for we are life.

LEGEND



T E S T



C O U R T

C A R D

SIDHE

F E M A L E

It is our way to rule, for none are as fit for leadership as we. To look upon our kind is to see wonder and perfection. Our love is limitless, yet so is our hatred when it is earned. Look to us if you wish to understand life, for we are life.

LEGEND



T E S T



C O U R T

C A R D

REDCAP

M A L E

What d'ya want? To talk to me? I got no time to talk to you, get outta my way! What? You really don't know Redcaps, do ya? Okay, I'll show you. Gimme your hand. Mmmm. Now outta my way or I'll eat the other one too!

LEGEND



T E S T



C O U R T

C A R D

TROLL

F E M A L E

There is nothing so important to us as honor. The very strength of our bodies springs from the pure diamond hardness of our spirits, from our unbreakable loyalty, from our relentless resolve. Our very lives exist only to satisfy our oaths.

LEGEND



T E S T



C O U R T

C A R D

SATYR



SPECIAL: REVELRY

You may recover 2 times the listed recovery on Forest Leagues.

LEGEND



M E R I T S



F L A W S

REDCAP F E M A L E



SPECIAL: FREAK

If you are defeated in a Combat Test, you may exhaust a Savvy Ability and immediately retest. You must accept the results of the retest. A Redcap is always Unseele.

OGRE M A L E



SPECIAL: FOUL-TEMPERED

If you are defeated in a Combat Test, you may immediately exhaust a Resolve Ability and retest. You must accept the results of the retest. Ogres are always Unseele.

OGRE F E M A L E



SPECIAL: VINDICTIVE

If you are defeated in a Test or fail a Trial you may add 1 to your score the next time you face that Test or Trial. Multiple losses will not give you cumulative bonuses. Ogres are always Unseele.



SIDHE M A L E



SPECIAL: NOBLE

You are a member of the nobility. This privilege can never be revoked.

SIDHE F E M A L E



SPECIAL: NOBLE

You are a member of the nobility. This privilege can never be revoked.

REDCAP M A L E

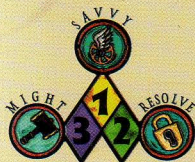


SPECIAL: APPETITE

You may consume any Treasure or Ally and recover its value (cost) in Merits. That Treasure or Ally is removed from play. (For example, if you consume a Sidhe Sword, cost: 2, you may recover 2 Merit cards.) A Redcap is always Unseele.



TROLL F E M A L E

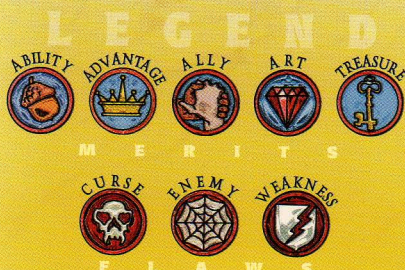


SPECIAL: COURAGE

You may exhaust a Resolve Ability and add 2 to your score for 1 Combat Test only. This must be done just before the Test. A Troll is always Seelie.

SATYR

Pleasure. That's the purest essence of life. The dance, the poetry of senses ablaze. While others are fretting over power and gold, we will prance like wild beasts, knowing that we are living as all should. Ecstasy and joy are all there is.



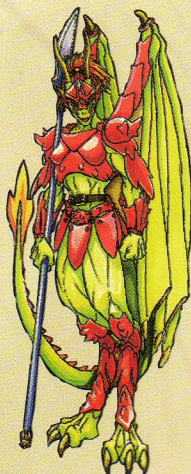


HUMAN M A L E



SPECIAL: LEADER

You can begin the game with 2 free points of Allies. These points are not part of your 5 point starting level and do not count toward your total points.



DRAGONKIN F E M A L E



SPECIAL: FLIGHT

You may exhaust a Might Ability to fly for 1 Day. This allows you to move 2 Leagues, skipping any 1 League which is not a Forest or Mountain. A Dragonkin is always Seelie.



DRAGONKIN M A L E



SPECIAL: DRAGON BREATH

You may exhaust 1 Might Ability to give you 1 Might 6 blast of fire, which lasts for 1 Combat Test only. Your own Might Attribute and other Merits cannot be used during this Test. A Dragonkin is always Seelie.



MER M A L E



SPECIAL: AMPHIBIOUS

You may recover any 1 Merit when on a River, Lake, or Ocean League. Alternately, you may recover 2 times the listed recovery for that League.



IMP F E M A L E



SPECIAL: MISCHIEF

You may exhaust a Savvy Ability and add 2 to your score for 1 Resolve Test only. This must be done just before the Test.



HUMAN F E M A L E



SPECIAL: DIPLOMAT

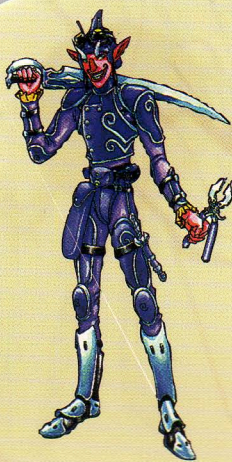
You may add 1 to your score in any Tests against creatures regardless of whether the Tests are Might, Savvy, Resolve, or Combat.



NYMPH

SPECIAL: NATURE'S BLESSING

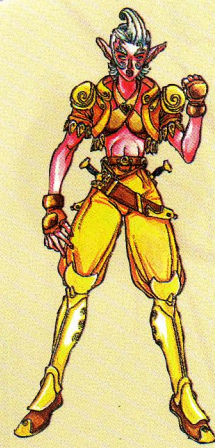
Add 2 to your score on any Tests when you're on a Forest or River League.



KNOCKER M A L E

SPECIAL: INVENTOR

Knockers can begin the game with 2 free points of Treasures. These points are not part of your 5 point starting level and do not count toward your total points.



KNOCKER F E M A L E

SPECIAL: TINKERER

You may always recover 1 Treasure in addition to the Rest listed on a League.



SATYR

SPECIAL: REVELRY

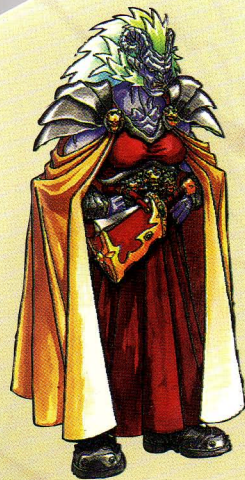
You may recover 2 times the listed recovery on Forest Leagues.



OGRE M A L E

SPECIAL: FOUL-TEMPERED

If you are defeated in a Combat Test, you may immediately exhaust a Resolve Ability and retest. You must accept the results of the retest. Ogres are always Unseele.



OGRE F E M A L E

SPECIAL: VINDICTIVE

If you are defeated in a Test or fail a Trial you may add 1 to your score the next time you face that Test or Trial. Multiple losses will not give you cumulative bonuses. Ogres are always Unseele.





REDCAP M A L E



SPECIAL: APPETITE
You may consume any Treasure or Ally and recover its value (cost) in Merits. That Treasure or Ally is removed from play. (For example, if you consume a Sidhe Sword, cost: 2, you may recover 2 Merit cards.) A Redcap is always Unseele.



REDCAP F E M A L E



SPECIAL: FREAK
If you are defeated in a Combat Test, you may exhaust a Savvy Ability and immediately retest. You must accept the results of the retest. A Redcap is always Unseele.



TROLL F E M A L E



SPECIAL: COURAGE
You may exhaust a Resolve Ability and add 2 to your score for 1 Combat Test only. This must be done just before the Test. A Troll is always Seelie.



SIDHE M A L E



SPECIAL: NOBLE
You are a member of the nobility. This privilege can never be revoked.



SIDHE F E M A L E



SPECIAL: NOBLE
You are a member of the nobility. This privilege can never be revoked.



SCOUR DARKREACH MOUNTAINS

Though your royal-court-appointed duty of serving as deputy to the Sheriff of Raxis has kept you from pursuing your quest to find Lord Gamine, you manage a little side trip north in order to search Darkreach Mountains for any sign of him. The wizard Tiberius, the last to see Gamine before he disappeared, reported that the lord's quest was to take him north to Darkreach and then beyond.

Your opponent selects 4 connecting Leagues (1 of which must be Darkreach Mountains if that League is in play). You must visit all 4 Leagues and spend an extra Day in each looking for signs of Lord Gamine or his retinue. You may not look for Gamine during a Day in which you have already rested or faced a Waylay.

EXPERIENCE: 1

III



MARAUDERS

Assjack explains that you must interrupt your quest to find Lord Gamine. In Gamine's absence, evil creatures have emerged from their fell dens to threaten the land. As heroes of the court, Assjack deputizes you to serve the Sheriff of Raxis and put an end to the evil marauding Ardenmore.

At the start of your Quest, your opponent places any Combat Waylays she has chosen for your Quest face-up on the League map (maximum 1 Waylay per League). To complete your Quest, at least 4 (or all of them if less than 4) of these Marauder Waylays must be defeated. On each of her Days, your opponent may move 1 of the Marauder Waylays 1 League (ignore Waylay terrain restrictions), but cannot stack more than 1 Waylay per League. Other characters can choose whether or not they want to encounter or ignore the Marauder Waylays.

EXPERIENCE: 1

II



PROVE YOURSELF

Lord Gamine has disappeared from the land while in the midst of his quest to free the high king from his petrification curse. The lord delegated the throne of Ardenmore to his regent, Bernard Assjack.

Assjack now calls upon all heroes to assemble to find the lost lord. Heroes must first prove themselves worthy of serving the Ardenmore court before they will be entrusted with the noble quest of finding Lord Gamine.

As all or part of this Quest's Waylay rating, your opponent must select one Waylay of each type (Combat, Might, Resolve and Savvy). After the League map is created, your opponent selects four different Leagues where you will encounter 1 of the 4 selected Waylays. You must venture to these 4 Leagues and then defeat the Waylay played there. You cannot use Allies to test for you on any of the 4 "Prove Yourself" Waylays.

After you have defeated the fourth "Prove Yourself" Waylay, return to Eidolon (or your Base Camp if the Eidolon League is not in play) to finish your Quest.

EXPERIENCE: 1

I



AMNESIA

After seeking the Prophetess Augur to hear her advice on Lord Gamine's disappearance, you are afflicted with amnesia. You must piece your memories back together by visiting the sites in Ardenmore that can spur your old memories. Meanwhile fragments of Augur's words drift through your clouded mind... "two who are not of stone, one who is a traitor turned friend and another who is a friend turned traitor... beware the hydra with heads of ebony, gold, and fey-fell cold iron."

At the beginning of the Quest, your opponent places all of your Ability and Art Merits under different Leagues as if they were Treasures. You must recover at least 3 of your lost Merits (piecing together your memories), and return to Raxis (if that League is not in play then return to Base Camp) to complete your Quest. If there are less than 3 Merits scattered on the board to be recovered, then your opponent selects a League you must visit for every card less than 3. Your Base Camp must be the Sibylline Swamp if it is in play.

EXPERIENCE: 1

VI



SEEK THE ORACLE'S ADVICE

Still serving as deputy to the Sheriff of Raxis, you nevertheless manage to pull the duty of patrolling the marshes. You hope to patrol the Sibylline Swamp and find the Prophetess Augur, the oracle from whom Lord Gamine sought advice at the start of his quest.

At the beginning of the Quest, place all of your Treasure cards as normal except for 1, which you give to your opponent to hold in reserve. You must travel to the Sibylline Swamp (or any League designated by your opponent if the Sibylline Swamp is not in play) and pass a Resolve Trial difficulty 6 to find the oracle. Once found, Augur informs you that there is a price you must pay before she will give you advice. Your opponent now places the Treasure card held in reserve under any League in play. You must recover that Treasure and return it to Augur (finding her again) to complete your Quest.

EXPERIENCE: 1

V



SLAVERS

While fruitlessly searching the Darkreach Mountains for Lord Gamine, you were captured by slavers 1 night as you slept. They have sold your gear and your friends throughout the land and intend to take you to Middlemarch to sell you to a Fack Tory. Late one night, you manage to escape, intent to return and exact vengeance on the slavers.

Your opponent places both your Quest's Treasures and your character's regular Treasure and Ally Merits under different Leagues. You begin the game with all of your other Merits exhausted. You must recover at least 3 Allies or Treasures (if there are less than 3 scattered on the board, your opponent selects a League you must visit for every card less than 3) and then return to Base Camp and defeat the slavers in a Combat Waylay. The slavers have Combat 2.

At the start of your Quest, your opponent cannot play a Waylay on you until you travel more than 2 Leagues from Base Camp. Your Base Camp must be the Darkreach Mountains if that League is in play.

EXPERIENCE: 1

IV



PEACE MISSION

Civil War threatens the land. In outlying towns there is talk of ousting Lord Gamine's regent, Assjack, from the throne. The ambitious, Unselie Duke Bane and his son Sir Wrathgar seem to be behind the brewing trouble, but this can't be proven. Assjack needs you to carry out a diplomatic mission to quell the growing rebellion in 2 towns.

Your opponent selects 2 Town Leagues (or any other League(s) if 1 or no Towns are in play). To complete the mission, you must visit the towns and pass a Savvy Trial difficulty 6 in each one to convince the people of peace. Since this is a Peace Mission, you may not engage in any Combat Tests except against rival players. If a Combat Waylay is played against you, you immediately retreat instead of facing it. Your opponent may not play Combat Waylays that trap you with no possible detour around them or that completely block you from your destination Leagues (such as playing a Combat Waylay on one of the Town Leagues).

EXPERIENCE: 1

X



THE FLOWER QUEST

To serve the court of Eidolon, Regent Assjack now requires you to travel to Orchid Isle and retrieve one of the fragile blossoms that grow there. The annual Celebration of Spring is at hand, and the people of the realm are dour enough with their lord missing. The court cannot afford to miss having the celebration, complete with a Glamour Orchid.

After all Leagues are played, your opponent may add the Orchid Isle League to the map (or any other League if the Isle is not available). If the Isle is already in play your opponent may move it to any other legal position on the board. You must travel to the League, pick a Glamour Orchid (Resolve Trial difficulty 6 to find one), and return the blossom safely to Eidolon (or Base Camp if the Eidolon League is not in play).

The blossoms are fragile. Each time you are forced to test Combat or Might, you must also pass a Resolve Trial difficulty 6 to keep the blossom from wilting. If a blossom wilts, you must return to the Isle and pick a new one.

EXPERIENCE: 1

IX



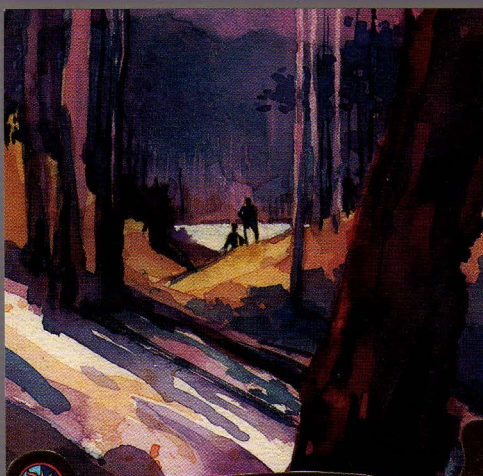
ROYAL CARTOGRAPHER

Though you've proven yourself a hero worthy of serving the court by questing after the lost Lord Gamine, the lord's regent, Assjack, still commands you to duties other than searching down the missing lord. Assjack selects you to serve Ardenmore for the annual surveying done for the Royal Cartographers of Arcadia.

Your opponent selects 7 Leagues. You must visit or pass over or through all of these and then return to Base Camp to complete your mapping duties and this Quest.

EXPERIENCE: 1

VIII



QUEST

SCOUR DARKREACH MOUNTAINS

Travel to each of 4 different Leagues selected by your opponent and spend one extra Day in each League.

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QUEST

MARAUDERS

Defeat 4 (or all if less than 4) of the Marauder Combat Waylays to complete your Quest.

15
4

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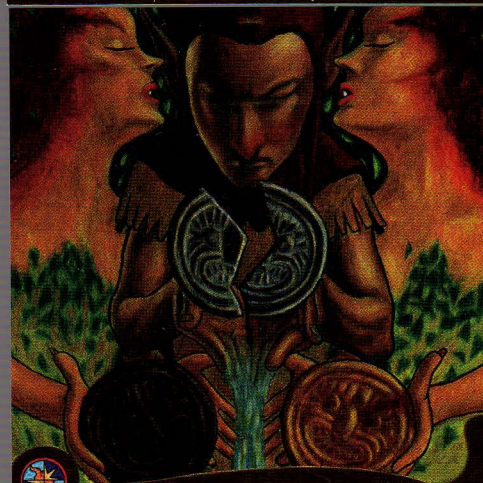
QUEST

PROVE YOURSELF

Travel to 4 selected Leagues and pass "Prove Yourself" tests of each Waylay type at those Leagues, then return to Eidolon to complete your Quest.

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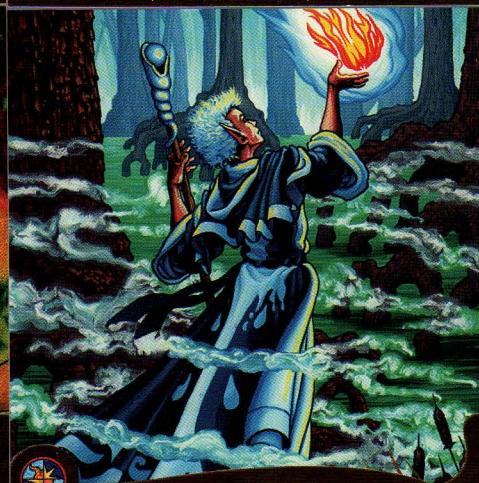
QUEST

AMNESIA

Recover all of your lost Merits and Quest Treasures and return to Raxis.

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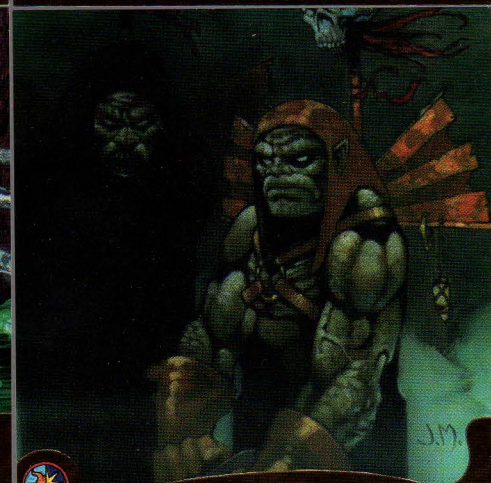
QUEST

SEEK THE ORACLE'S ADVICE

Travel to the oracle's League and pass a Trial to find her. Your opponent places the oracle's Treasure. Go and collect the Treasure and return it to the oracle to complete the Quest.

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QUEST

SLAVERS

Recover 3 of your lost Treasures and Allies and return to defeat the slavers.

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QUEST

PEACE MISSION

Travel to each of 2 Leagues and pass a Savvy Trial of 6 at each one. You must retreat from any Combat Waylays.

9
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QUEST

THE FLOWER QUEST

Go to the League on which the orchids grow and then return to Base Camp with the orchid intact.

16
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QUEST

ROYAL CARTOGRAPHER

Visit the 7 Leagues selected by your opponent and return to Base Camp.

11
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CONSCRIPTION

Duke Bane has declared himself rightful ruler of the land in Lord Gamine's absence. Civil War is brewing as the people of Ardenmore take sides between Bane and the lord's declared regent, Bernard Assjack. In service of the lord's court, Assjack insists you set aside the quest to find Lord Gamine. He enlists you to travel the realm conscripting troops and finding treasures to bolster the royal armory for the coming war.

At the beginning of the Quest, give your opponent your Quest Treasure card along with 3 Ally cards for her to place under Leagues of her choice. If you don't have 3 Ally cards, use dummy cards; but you will not benefit from their abilities. You must recover all 4 cards and bring them, unexhausted, back to Eidolon (or Base Camp if Eidolon is not in play) to finish this Quest.

EXPERIENCE: 1

XI



ESCORT LADY SOPHIA

Civil war rages in Ardenmore, and though Sir Wrathgar has been stopped from abducting Lady Sophia to marry her and claim Lord Gamine's throne, Sophia is still not safe from the forces of Wrathgar's father, Duke Bane. Even now, scouts report that Duke Bane has dispatched a new horde of malevolent fiends to capture Lady Sophia and destroy Rosewood Keep. You must escort Lady Sophia to safety at the court of Eidolon as Duke Bane's troops harass you along the way.

After the League map is placed, your opponent adds the Rosewood Keep and Eidolon Leagues (or other Leagues to represent them). Eidolon is your Base Camp. Travel to Rosewood Keep, retrieve Lady Sophia and return to Base Camp. Lady Sophia is treated as an Ally card (add her card as a Merit if available, otherwise use any other Merit card to represent her but ignore that Merit's powers). You must return her to Eidolon without discarding her.

EXPERIENCE: 1

XIII



VICTORY OVER DUKE BANE

Your valiant and loyal services to the royal court have not gone unnoticed. Now the lord's regent, Assjack, entrusts you to lead Ardenmore's forces to defeat Duke Bane and end the civil war plaguing the realm.

Once the League map is created, your opponent adds the Bane Tower and Eidolon Leagues (or other Leagues to represent them). Eidolon is your Base Camp. March to Bane Tower and lay siege to it by staying on the Bane Tower League for 2 consecutive Days after you arrive.

After your second Day assaulting the Tower, Duke Bane escapes from the siege. Your opponent places the Duke Bane Waylay (or another Combat Waylay of rating 3 or less to represent him) in a League adjacent to Bane Tower. You must move to Duke Bane and defeat him in a Combat Test to capture him and complete your Quest. On each of your opponent's Days after he first places Duke Bane, he may move Bane 1 League in any direction (ignoring Terrain Trials) as the Duke attempts to flee from justice.

EXPERIENCE: 1

XIV



COURIER FOR THE COURT

For the sake of the realm, Lord Gamine's betrothed, Lady Sophia, has now married Gamine's ex-regent, Bernard Assjack, the new lord of Ardenmore. Though the realm seems relatively peaceful, still Assjack does not free you of your duties as a deputy of the realm. He asks you to recover an item stolen from the court and courier it along with important correspondence to Tiberius, the wizard of Ebonique.

After the League map is constructed and Treasures are placed, your opponent adds the Eidolon and Ebonique Leagues (or other Leagues to represent them). If these Leagues are already in play, your opponent can move them to another legal location. To complete your Quest, you must recover one of your Quest Treasures and carry Assjack's letter to Tiberius in Ebonique. At Ebonique, you turn the letter and a Quest Treasure of your choice over to Tiberius (discard the Treasure from play). You must then return to Eidolon with Tiberius' reply message to finish the Quest.

EXPERIENCE: 1

XVI



CAPTURE THE TRAITOR

While you were delivering a letter from the wizard Tiberius of Ebonique to Lord Assjack, the letter's waxen seal broke. Foe curiosity being as it is, you read in horror of the secret alliance between Assjack and Tiberius. Since Lord Gamine's disappearance, Assjack and Tiberius have conspired to secure Assjack's position as the new Lord of Ardenmore with Lady Sophia at his side. You must venture to Eidolon and accuse Lord Assjack of treachery in his own throne room.

If the Eidolon League is not in play, your opponent selects a League to represent it. You must travel to Eidolon and pass a Savvy Trial difficulty 7 to convince the court of Assjack's guilt. Once exposed, Assjack flees the court. On the Day you pass the Savvy Trial, your opponent places the Assjack Waylay (or any Combat Waylay of rating 2 or less) within 2 Leagues of Eidolon. You must hunt down Assjack and defeat him in a Combat or Savvy Test (your choice). On each of your opponent's Days, he may move Assjack 1 League in any direction.

EXPERIENCE: 1

XVII



ASSAULT ON EBONIQUE

Having exposed the treachery of Lord Gamine's regent, Assjack, and brought him to justice, you must now venture to Ebonique and bring Assjack's conspirator, the wizard Tiberius, to justice and make him answer for Lord Gamine's disappearance.

During this Quest, your opponent may select up to 6 points of Arts or Flaws to use against you as Tiberius uses his wizardry to hinder your assault. After all other Leagues are placed, your opponent may place the Eidolon and Ebonique Leagues (or other Leagues to represent them). Journey to Ebonique; once there, pass a Resolve Trial difficulty 7 to solve the magical puzzle of the black tower's gate. On the Day after you open the gate, you must begin fighting your way through the tower to face Tiberius. Your opponent selects 3 Combat Waylays of rating 3 or less and plays all of them on the tower. Once you defeat the Waylays, you may face Tiberius the next Day. Defeat Tiberius in a Combat or Resolve Test (he is Combat 5, Resolve 4) to finish the Quest.

EXPERIENCE: 1

XVIII



QUEST FOR KNOWLEDGE

Though Tiberius managed to escape after your assault on Ebonique, he did reveal to you the secret of Lord Gamine's disappearance. Tiberius imprisoned the lord and his retinue in the dreaded underground prison of the Noria of Eternity. This giant subterranean wheel revolves but once every thousand years, accepting or disgorging prisoners from its single cave entrance as the pockets on the rim of the wheel pass by the mouth of the cave. You must find a way to free Lord Gamine from the Noria lest he be trapped there for 1,000 years.

To complete this Quest, you must search the ruins of Ardenmore for secrets to the Noria's origin and power. Your opponent selects 3 Leagues containing ruins. You must travel to each one and pass a Resolve Trial difficulty 6 there to decipher the glyphs on the ruin walls. If there are less than 3 Ruins Leagues in play, your opponent can select any League(s) to make up the remainder of the 3 you must visit.

EXPERIENCE: 1

XIX



JAILBREAK

You have the Wyldestone! Now you can free Lord Gamine by speeding up the revolution of the Noria of Eternity. But before the mammoth wheel of stone will swing around to free Lord Gamine, it will release all of the most terrifying criminals Arcadia has imprisoned over the past 1,000 years.

If the Noria of Eternity League is not in play, then your opponent selects a League to represent it. You start the Quest with the Wyldestone Treasure card (or any other Treasure card to represent it, but ignore the powers of substitute Treasure cards). You must travel to the Noria, and invoke the power of the Wyldestone to speed the wheel. Each Day the Wyldestone is not exhausted, you decide how fast the Noria spins and therefore how many points of Waylays (from 1 to 5) are released. Your opponent then puts that many points of Combat Waylays into play on the Noria League. If the Wyldestone is exhausted, no Waylays are released. These Waylays will accumulate on this League and each one must be encountered every Day. As soon as you release 21 points of Combat Waylays, Gamine is freed and your Quest is successful.

EXPERIENCE: 1

XXI



BALM FOR MADNESS

You have freed Lord Gamine from his imprisonment in the Noria of Eternity, but an enchantment from the wizard Tiberius has robbed Gamine of his sanity. Also, scouts bring word that the mechanized armies of Middlemarch mass to attack Ardenmore. Lord Gamine's sanity must be restored by the healing waters at the Nowhere Glade, so he can return to Eidolon and rally the realm's forces.

After the League map is laid out, your opponent may adjust the cards so that the Nowhere Glade and Eidolon Leagues are at least 4 Leagues apart. If these Leagues are not in play, your opponent selects Leagues to represent them. You must take Lord Gamine to the Nowhere Glade, where the waters will heal him. Then return with Gamine to Eidolon to complete the Quest. While Gamine is crazed, he is a burden to your journey. Before you roll for any Test or Trial, first roll a die to determine whether Lord Gamine helps or hinders you in his confused state. Roll 1-2 Modifier = -2; Roll 3-4 Modifier = -1; Roll 5 Modifier = 0; Roll 6 Modifier = +1.

EXPERIENCE: 1

XXII



QUEST

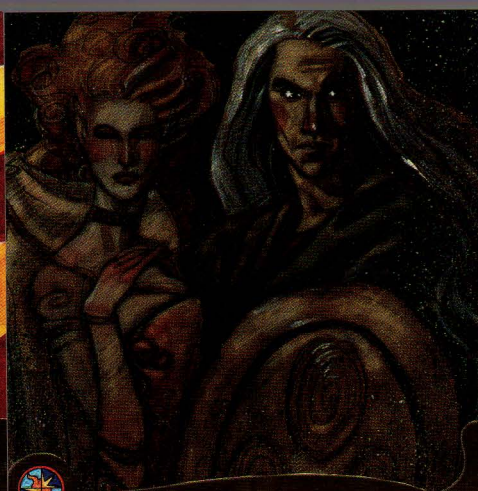
CONSCRIPTION

Recover 3 Allies and 1 Quest Treasure card and return with them unexhausted to Base Camp.

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QUEST

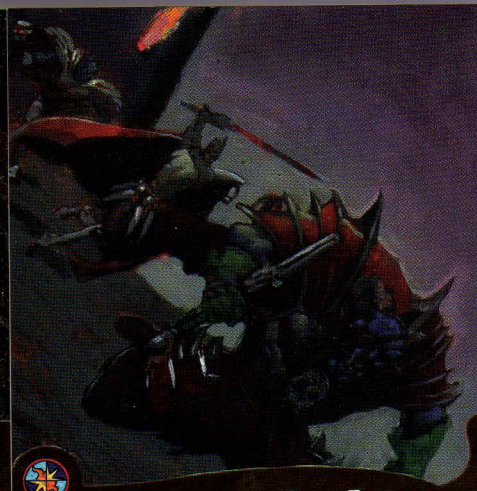
ESCORT LADY SOPHIA

Travel to Rosewood Keep and then escort the Lady Sophia back to Eidolon safely.

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QUEST

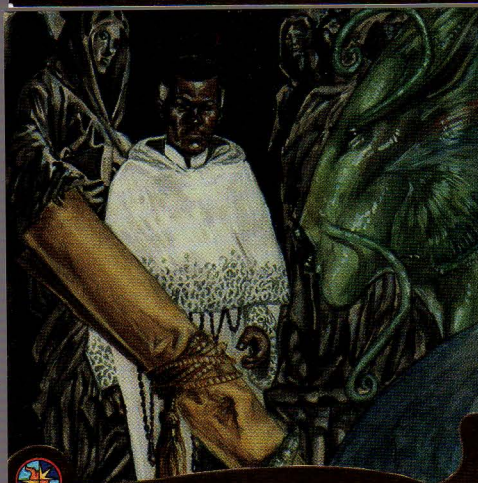
VICTORY OVER DUKE BANE

Travel to Bane Tower. Lay siege to it for 2 Days after arriving. Capture Duke Bane when he appears and attempts to escape.

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QUEST

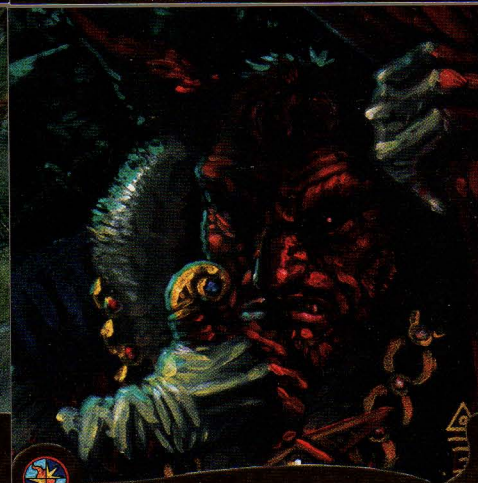
COURIER FOR THE COURT

Retrieve a stolen item and deliver it and a message to the wizard Tiberius at Ebonlique.

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QUEST

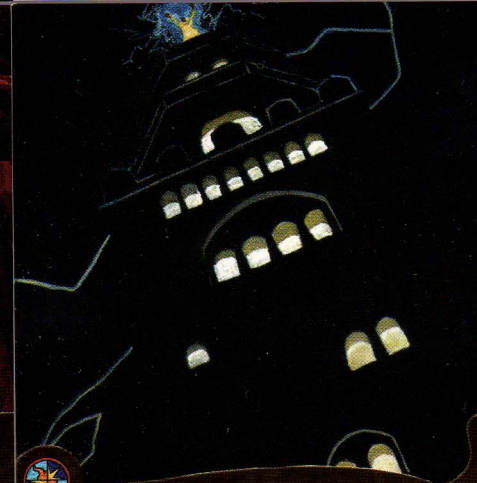
CAPTURE THE TRAITOR

Travel to Eidolon and pass a Savvy Trial difficulty 7 to convince the court of Assjack's treachery. Once Assjack flees, chase him down and beat him in a Combat or Savvy Test to complete your Quest.

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QUEST

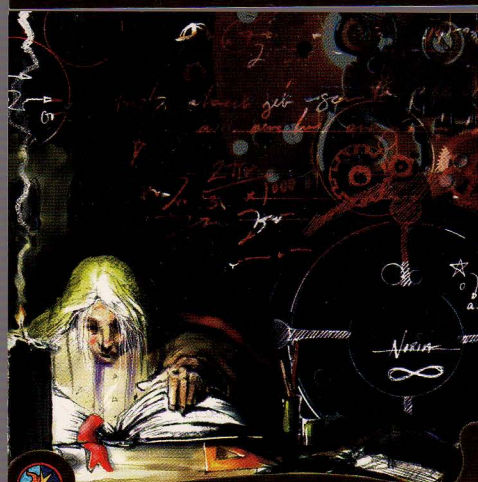
ASSAULT ON EBONLIQUE

Go to Ebonlique. Solve the puzzle to access the tower. Fight the tower's guardians and then defeat Tiberius.

8

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QUEST

QUEST FOR KNOWLEDGE

Travel to the 3 Ruins Leagues and pass a Resolve Trial difficulty 6 at each to decipher the secret of the Noria.

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QUEST

JAILBREAK

Travel to the Noria of Eternity. Survive the release of 21 points of Waylays without exhausting the Wyldstone in order to free Lord Gamine.

8

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QUEST

BALM FOR MADNESS

Take the mad Lord Gamine to the Nowhere Glade to heal his insanity, then return with him to Eidolon. Until Gamine is healed, roll a die to determine how he burdens or aids your tests and Trials.

16

3

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MIDDLEMARCH INVADERS

You have just completed a reconnaissance mission to scout the Middlemarch armies that are invading Ardenmore. Lord Gamine, returned to his throne just as Ardenmore enters its darkest hour, marshals the realm's troops. However, the size of Middlemarch's mechanized armies is staggering. There seems to be little hope for Ardenmore's valiant defenders against the mindless legions of King Ironheart. Nevertheless, you take up sword and shield to defend your homeland as the first wave of invaders approaches.

Your Base Camp is Eidolon if it is in play. After everything else is set on the playing map, you place all of the Combat Waylays selected by your opponent for your Quest, face-up on different edge Leagues of the map. On each of her Days, your opponent may move each Waylay one League toward your Base Camp. If any of the Waylays reach your Base Camp, your opponent may select an additional Combat Waylay (equal or lower rating to the one that reached Base Camp) and then you must place it on an edge League of the map. To succeed in your Quest, you must destroy all of the Quest's Combat Waylays.

EXPERIENCE: 1

XXV



RECONNAISSANCE MISSION

King Ironheart of Middlemarch has sent his cog armies to invade Ardenmore. Lord Gamine once again conscripts you for the realm's defense. Armed with treasures from the royal armory, you are sent on a reconnaissance mission to spy on the approaching Middlemarch armies.

You may start the Quest with your Quest's Treasure cards already in your possession. Once the League map is laid out, your opponent selects any 3 Leagues on the edge of the map. You must visit these and then return to Eidolon (or another League of your opponent's choosing if Eidolon is not in play) to complete your Quest. If there are any Border Leagues in play, your opponent must select them as part of the 3 Leagues chosen for your reconnaissance.

Any Middlemarch creatures you face on this Quest add 1 to their scores when testing against you.

EXPERIENCE: 1

XXIV



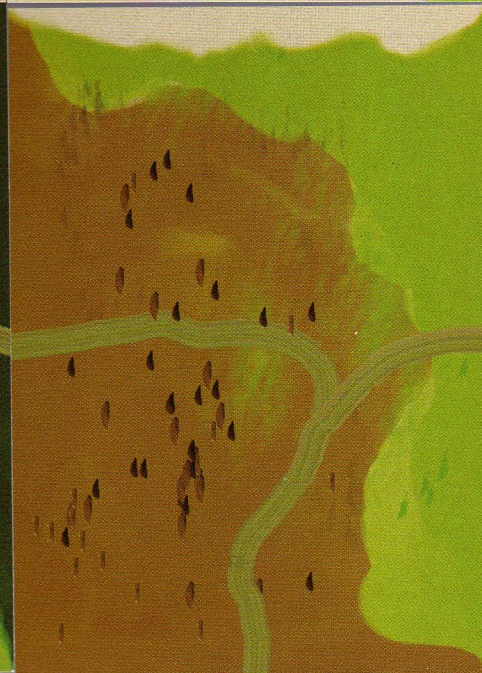
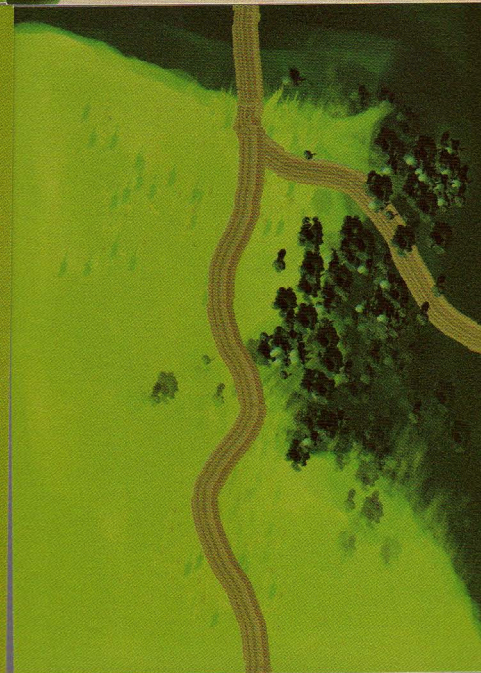
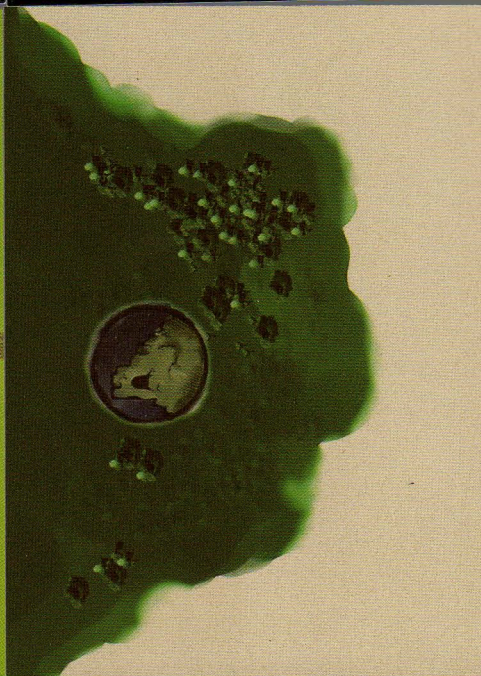
GIRD THE REALM'S HEROES

You have succeeded in returning Lord Gamine to his throne and have seen him wed Lady Sophia. But now, the Legions of Middlemarch are poised to invade Ardenmore. You must once again help rally the realm's troops to defend it. Lord Gamine gives you Treasures from the Ardenmore armory and asks you to take them to the heroes of the land to better arm them for the coming war.

Your Base Camp must be Eidolon if it is in play. Do not place either of your Quest Treasures before play begins. Once play has begun, arm yourself with one of your Quest Treasures. You must now seek out any other character in play and give the Quest Treasure to that character. As long as the Quest Treasure card is not exhausted, you may give it to another character (they cannot refuse it) who shares your League on your Day. Return to Eidolon and repeat the process 2 more times to complete your Quest. If there is more than one other character in play, you must give the Treasures to different characters.

EXPERIENCE: 1

XXIII



ARDENROAD

♦ Fields ♦ Road ♦



Wandering knights from Eidolon ensure the safety of this road. They are cheered by travelers as they pass by. Maidens swoon before such handsome heroes, and polished armor shines in the sun.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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ARDEN-PALINIAN JUNCTION

♦ Fields ♦ Forest ♦ Road ♦



Whether traveling from the Palinian Road or the Arden Road, Seelie Kithain greet those they pass with a kind word and a warm smile. Unseelie glower from under their cloaks.

Enter: Free

Leave: Free

Rest: You may recover 1 Ally or 1 Advantage.

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ARDEN-COAST JUNCTION

♦ Hills ♦ Fields ♦ Road ♦ Border ♦



The Eastern Coastal and Arden roads merge here and continue north. Although the old sea doesn't reach here anymore, the sound of crashing waves can be heard on exceptionally clear nights.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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ALTHROS, THE STEAM CITY

♦ Fields ♦ Road ♦ Town ♦



Althros is a remarkable city filled with many steam-powered wonders. However, the vibrant appearance of the city belies its hidden troubles. Dissent runs high in the working class, and there are always whisperings of rebellion.

Enter: Free

Leave: Free

Rest: You may recover 1 Ally or Treasure. If you discard a Bag of Gold here you can recover any 3 Merits.

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AEGIS MONOLITH

♦ Forest ♦ Ruins ♦ Border ♦



Almost inaccessible, the ancient Aegis Monolith rises above the treetops of the forest. One of the oldest remaining ruins in the territory, the Monolith dates back to when Ardenmore was the first kingdom. This was once the center of Arcadia.

Enter: Resolve Trial difficulty 6

Leave: Resolve Trial difficulty 4

Rest: Beneath the Monolith are seemingly endless catacombs. Any daring to enter can recover up to 2 Treasures.

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ABERHOLD SLAVE PITS

♦ Fields ♦ Hills ♦ Road ♦ Ruins ♦ Border ♦



Although no longer in use, the Aberhold Slave Pits once rivaled the darkest slave guilds of Middelmark. Lord Gaminie outlawed its despicable practices, and now this stain on the reputation of Ardenmore is frequented by bandits of the worst sort.

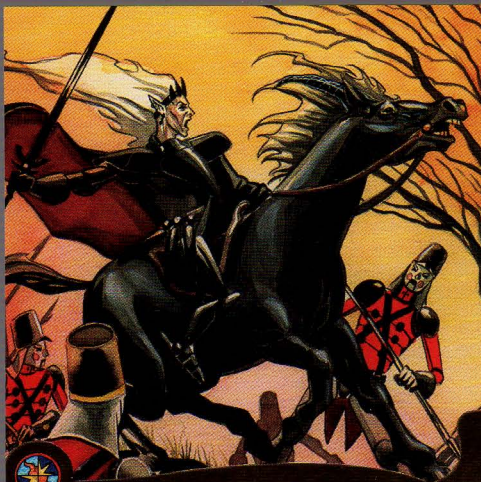
Enter: Free

Leave: Free

Special: Any Waylays played here add 2 to their score in any Test.

Rest: You may recover up to 2 Treasures. Your opponent may also recover 1 of your Flaws.

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QUEST

MIDDELMARCH INVADERS

Defeat all of the Combat Waylays for your Quest. If any reach your Base Camp, your opponent selects more Combat Waylays which she must then put into play.

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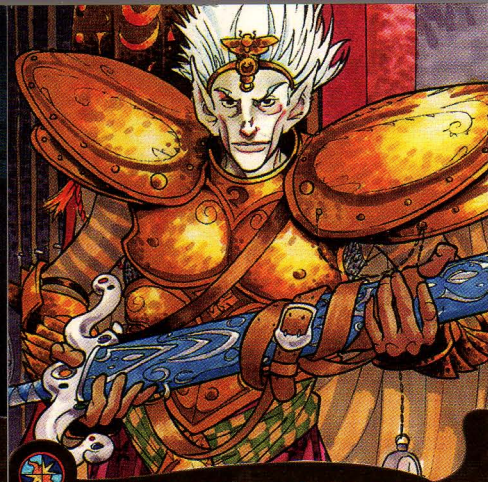
QUEST

RECONNAISSANCE MISSION

Visit the 3 Leagues selected by your opponent and return safely to Eidolon.

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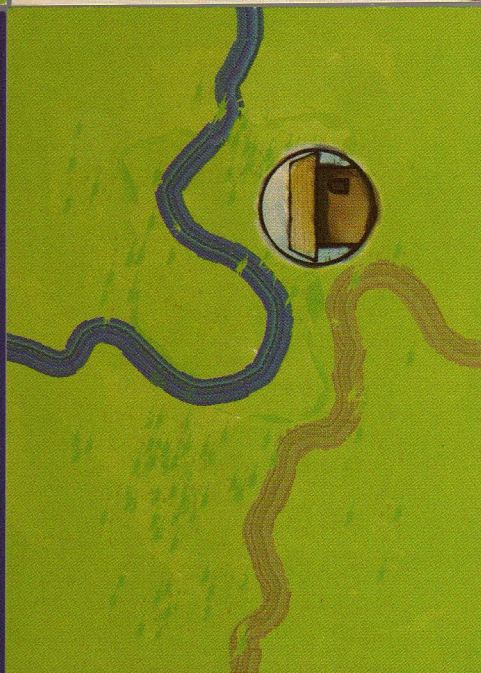
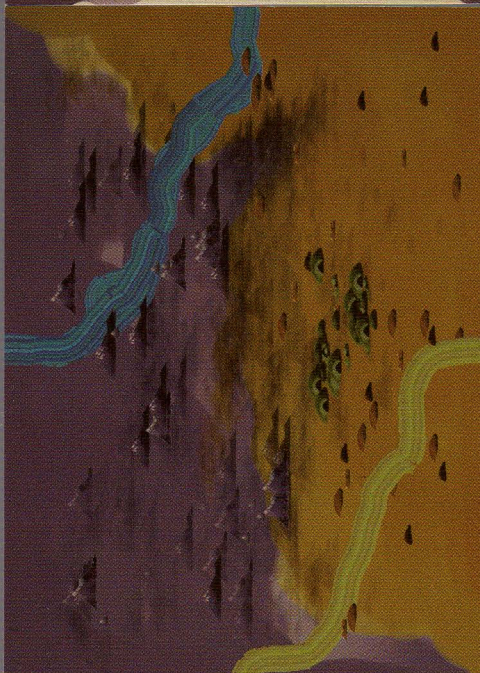
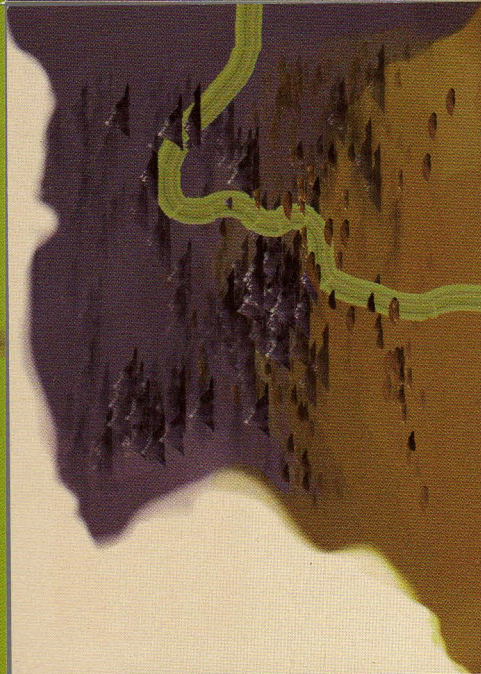
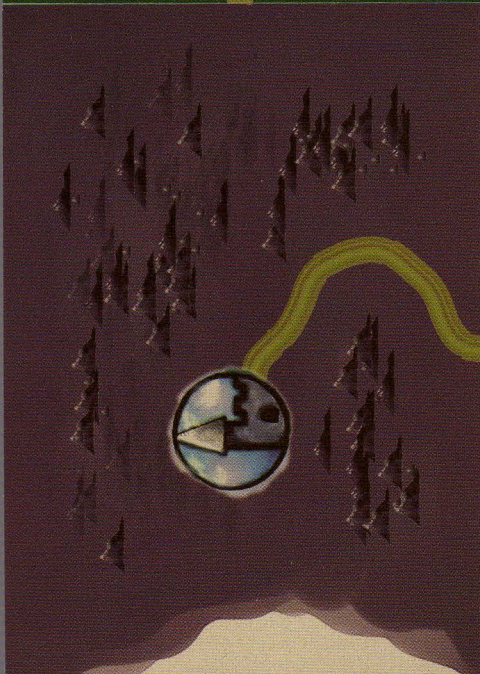
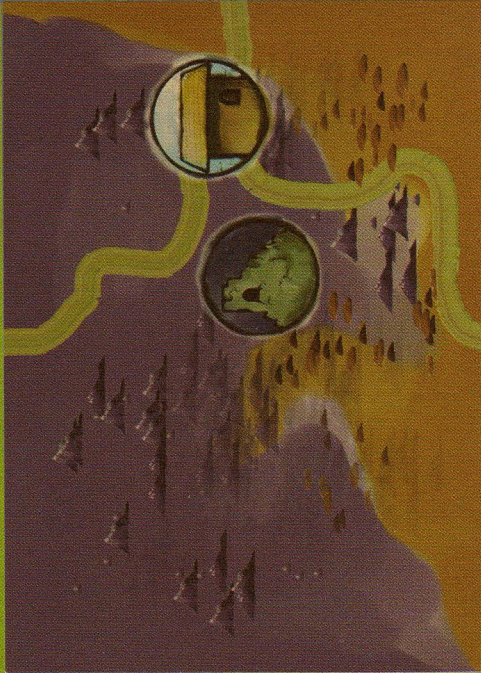
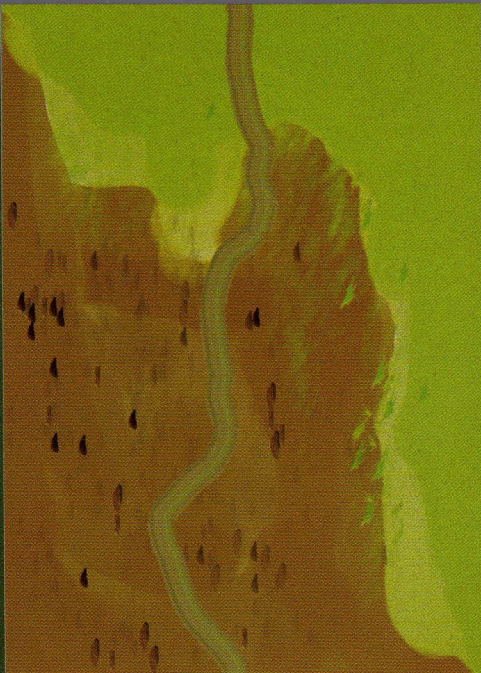
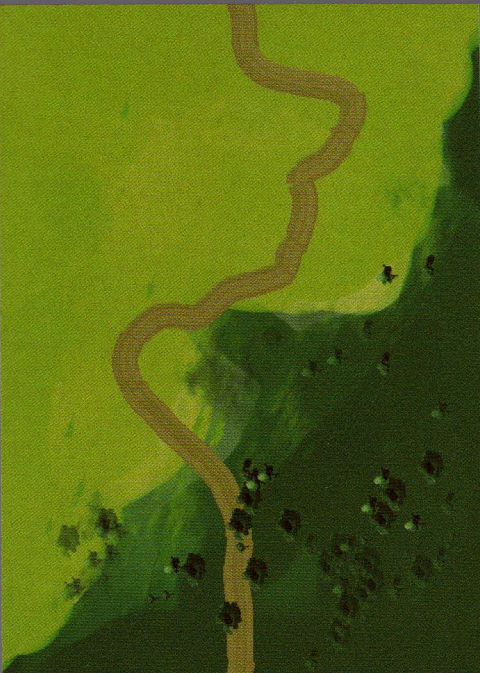
QUEST

GIRD THE REALM'S HEROES

Take a Quest Treasure from the army at Eidolon to another character in play. Return to Eidolon and repeat the process 2 more times, arming a different character (or the same if it's a 2-player game).

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BLACKROCK PASS

♦ Mountains ♦ Hills ♦ River ♦ Road ♦ Cave ♦



The slush from the Crystal Falls is warmed by the onyx stones of Blackrock Pass, where the embers of great forests perpetually smolder. The petrified trees blacken the waters that flow into the Black Lake.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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THE CITY OF CORAL

♦ Ocean ♦ Town ♦



This undersea city is the last true home of the Mer. Deep within the ocean, even its highest spires have yet to approach the surface. Finding it can be a quest in itself, but survivors speak highly of the Mer's hospitality.

Enter: Might Trial difficulty 6

Leave: Might Trial difficulty 5

Special: Mer automatically pass the Terrain Trial on this League. If you fail the Terrain Trial here, you must exhaust a Merit.

Rest: You may recover 3 Abilities, 2 Treasures or 2 Advantages.

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COLINWELL

♦ Fields ♦ Road ♦ River ♦ Town ♦



The bustling town of Colinwell sees many travelers. The inns here are renowned for two things: fabulous tales told by the fireside and rich beer brewed by the local gnomes.

Enter: Free

Leave: Free

Rest: Home of the legendary Tavern of the Jawny Rose, any travelers are welcome to stay here for a respite. You may recover 1 Ally. However, if you pay the innkeep a Bag of Gold you may also spend the night and enjoy a hot bath, allowing you to recover 2 additional Abilities or Advantages of your choice.

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BALATH CASTLE

♦ Mountains ♦ Castle ♦ Road ♦ Border ♦



Duke Balath of House Fione resides within Balath Castle. After he weariend of Kithain politics many years ago, he sequestered himself in his castle. Only his servants will address commoners. The duke himself receives few visitors.

Enter: Free by Road; Might Trial difficulty 5 by Mountains.

Leave: As above.

Special: Unique.

Rest: You may recover 1 Advantage. If you are noble, you may recover 1 of anything.

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BANE TOWER

♦ Fields ♦ Road ♦ Castle ♦ Border ♦



Bane Tower, the fortress of the infamous Duke Bane, stands out prominently on the horizon. His watchtower is said to be the first line of defense against the "Northern Scavengers." This has earned him a notorious reputation in Ardenmore's politics.

Enter: Free

Leave: Free

Special: Unique. Duke Bane and Sir Wrathgar always add 2 to their scores on any tests they make on this League.

Rest: If Seelie, recover nothing. If Unseelie, you may recover 1 Advantage.

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BANE TOWER ROAD

♦ Mountains ♦ Hills ♦ Road ♦ Border ♦



There are only two roads to Bane Tower, where the malevolent Duke Bane conspires and schemes. Along this route, packs become heavier and songs fade quickly. Some say the other route is less pleasant.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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ARDENROAD

♦ Fields ♦ Forest ♦ Road ♦



Merchants passing by are burdened by their wares. Wanderers often carry less visible burdens.

Enter: Free

Leave: Free

Rest: You can recover 1 Ally.

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ARDENROAD

♦ Fields ♦ Hills ♦ Road ♦



The journey across this kingdom is a long one, so many companies make encampments beside the road to rest and renew themselves. Dragonkin caravans display bright banners, and Redcap bonfires blaze eagerly.

Enter: Free

Leave: Free

Rest: If you rest here for 2 Days you may recover 1 Ability.

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BALANVALE

♦ Mountains ♦ Hills ♦ Road ♦ Ruins ♦ Town ♦



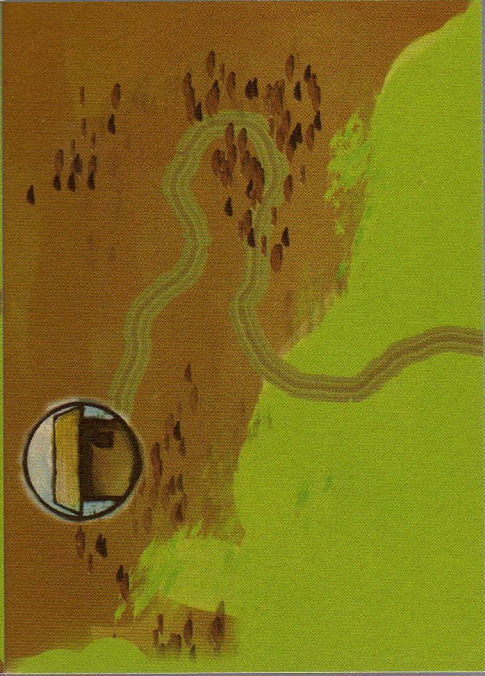
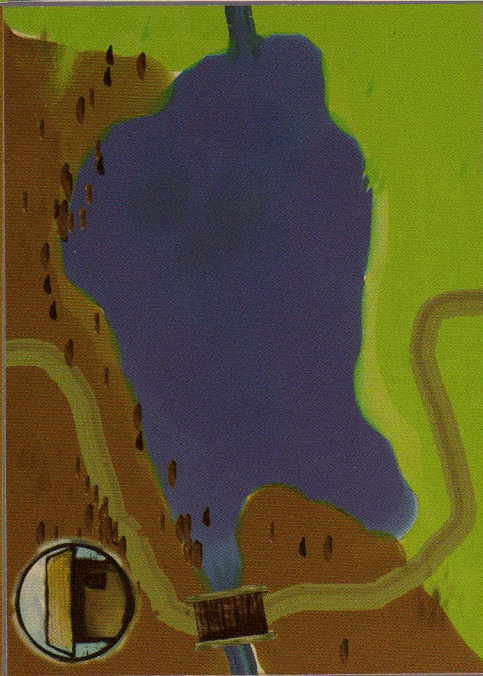
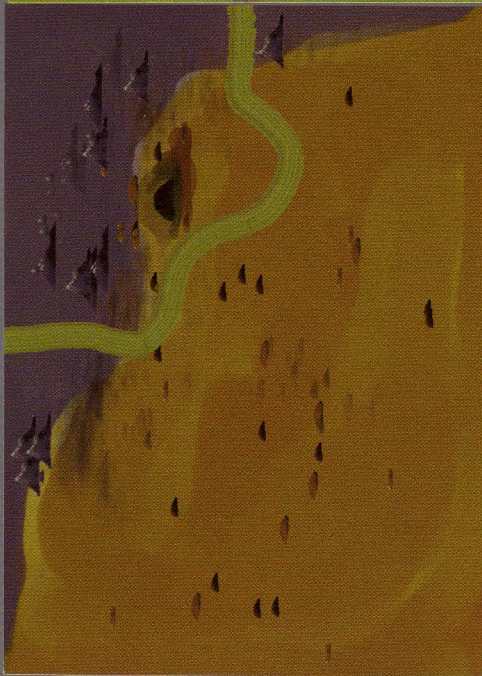
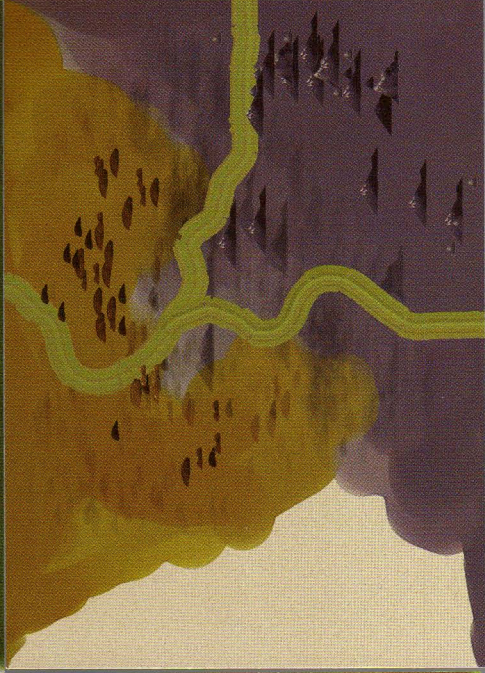
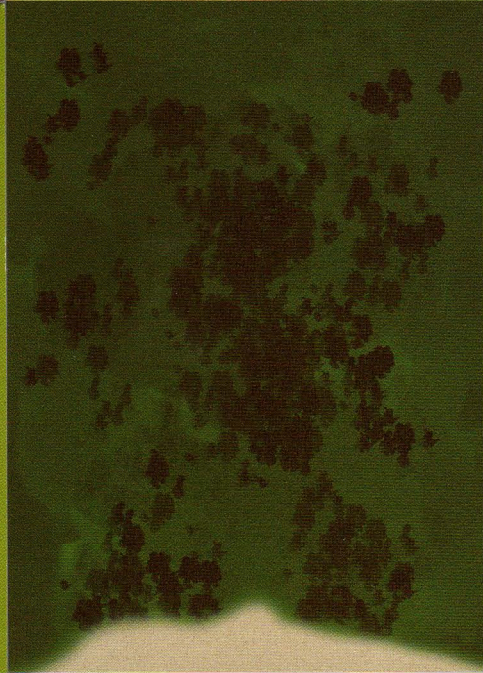
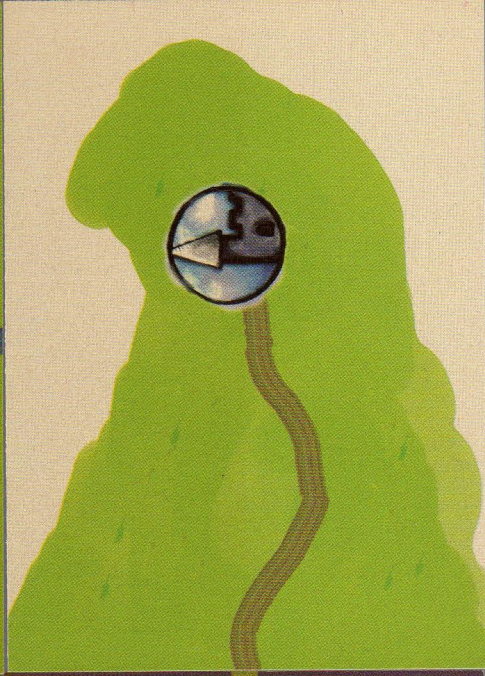
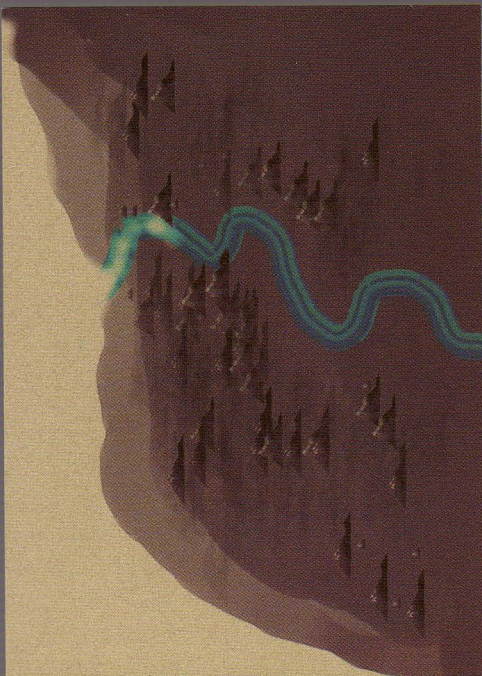
The entire village here was once dedicated to the maintenance and support of Balan Keep. Years ago, the fortress was abandoned in favor of Balathi Castle to the north. Now the village is impoverished. Only the Beggars' College prospers.

Enter: Free by Road or Hills; Might Trial difficulty 6 by Mountains.

Leave: As above.

Rest: Those resting here can choose to visit the Ruins or the Town. If you go to the Town you may recover 1 Ally or Ability. If you go to the Ruins, you must pass a Resolve Trial difficulty 5. If successful you find the old treasure chambers and may recover up to 2 Treasures.

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CORAL PALACE

♦ Fields ♦ Road ♦ Castle ♦ Border ♦



Once submerged, the Coral Palace is now the home of air-breathers. Its underwater passages and vertical halls were used by the Mer. Now the resident Dragonkin are the only other race who can easily navigate the halls and towers.

Enter: Free

Leave: Free

Rest: You may recover 1 Advantage here. If you are noble or Dragonkin, you may recover any 3 Merits.

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COURT OF PRAXIS TYNON

♦ Hills ♦ Fields ♦ Road ♦ River ♦ Ruins ♦



This was once the capital city of the ancient government of Ardennore. All that remains is the stadium where the legendary lawmaker Praxis Tynon lectured on the earliest versions of the Eschreot.

Enter: Free **Leave:** Free

Rest: If you visit the Ruins, roll a die and add your Resolve to it. 2-3: You must exhaust 1 Merit. 4: You spend your next Day here as well. 5: You may recover any 1 Merit. 6-7: You may add 2 to your score on your next test. 8+: You discover an ancient text predicting the future of Ardennore. You may ignore any 1 Waylay when it is played against you. You can only rest on this League once per game.

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THE CRYSTAL FALLS

♦ Mountains ♦ River ♦ Border ♦



The Crystal Falls lie along Ardennore's northern border. Since they originate in the Frost Kingdom to the north, the Falls are almost completely frozen and move very slowly. The cold generated by this undulating slush is terrible.

Enter: Free by Road; Might Trial difficulty 6 by Mountains

Leave: As above.

Rest: Those who visit the Falls may recover 2 Arts or 1 Ability.

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DARK REACH PASS

♦ Mountains ♦ Hills ♦ Road ♦ Border ♦



A young maiden once descended into these mountains, with glowing leaves from the Forest of the Midnight Sun and a beautiful ancient balled to help her heal the suffering of this land. No one has seen her since.

Enter: Free by Hills or Road; Might Trial difficulty 5 by Mountains.

Leave: As above.

Rest: You may recover 1 Ability or 1 Ally.

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DARKENED GLEN

♦ Forest ♦ Border ♦



Often home to bandits on the run, this section of the Sabine Forest is known for its thick undergrowth. Hunters set traps for the local wildlife, and sometimes adventurers find what remains of an encampment.

Enter: Might Trial difficulty 5

Leave: Free

Rest: Those who make it into this part of the forest can recover 1 Advantage or 1 Treasure.

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DARKLING JUNCTION

♦ Fields ♦ Road ♦



Where roads meet, heroes choose their destiny. Each step takes an adventurer closer to triumph or tragedy.

Enter: Free

Leave: Free

Rest: If you rest here uninterrupted for 2 days you can recover 1 Ability.

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DARKLINGVALE

♦ Fields ♦ Hills ♦ Road ♦ Town ♦



Although overshadowed by the mountains nearby, Darklingvale seems to be a rather hospitable village at first glance. Questions, however, are answered only with painful silence.

Enter: Free

Leave: Combat Trial difficulty 5

Special: Characters subtract 1 from their score against any Waylays in this League.

Rest: In truth, the citizens of Darklingvale were killed several years ago by a mad wizard. They have been replaced by gnomes who go through the motions of everyday life. No Rest is possible here.

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DARKREACH LOOCH

♦ Hills ♦ Fields ♦ Lake ♦ River ♦ Road ♦ Town ♦ Bridge ♦



Under the vast expanse of the Darkreach Mountains, quiet and superstitious fisherfolk ply their trade beside the charcoal shores of the Black Lake. The pale piscine abnormalities they harvest are considered delicacies by some.

Enter: Free by Road; Might Trial difficulty 5 by River.

Leave: As above.

Rest: You must pass a Savvy Trial difficulty 6 to rest here. If successful you may recover 2 Arts or Advantages.

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DARKREACH MOUNTAINS

♦ Mountains ♦ Road ♦ Hills ♦ Cave ♦



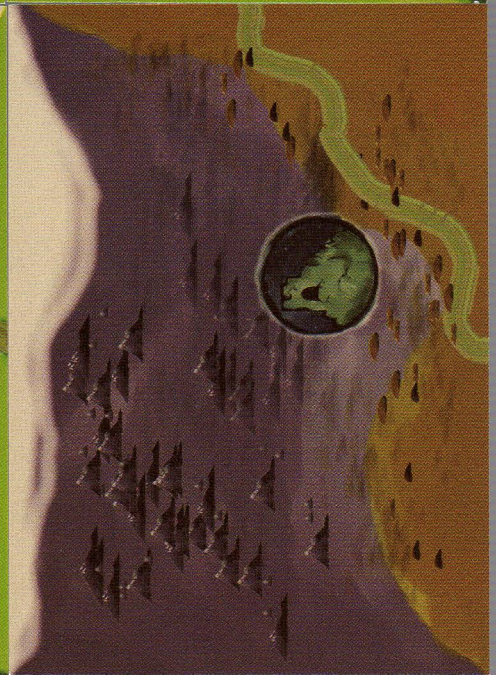
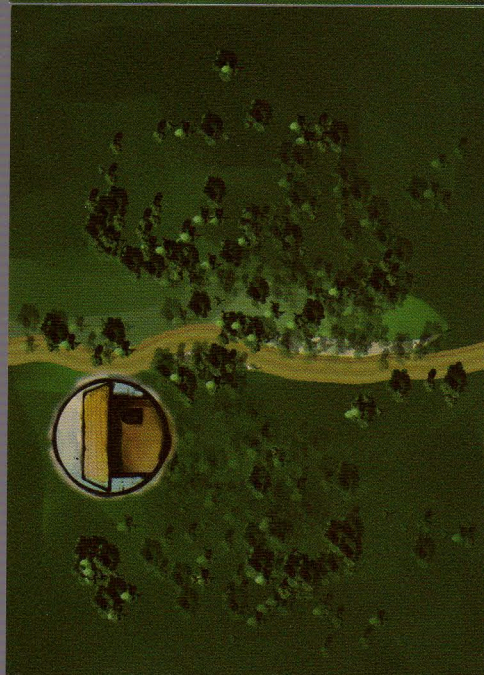
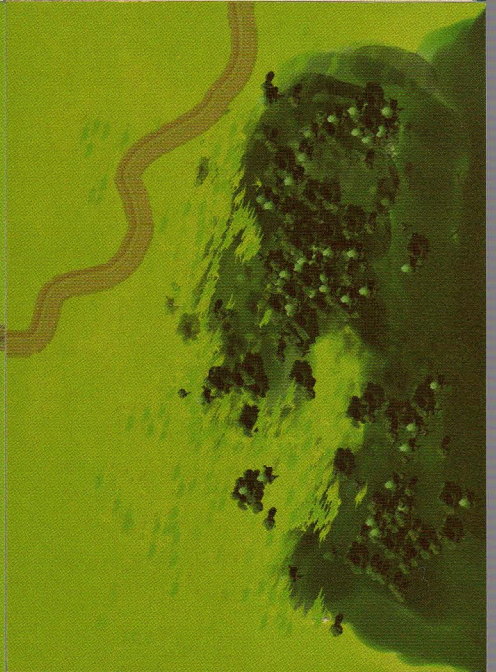
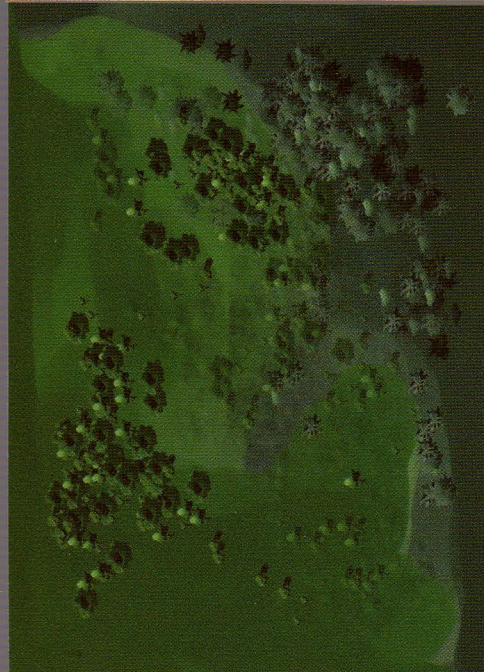
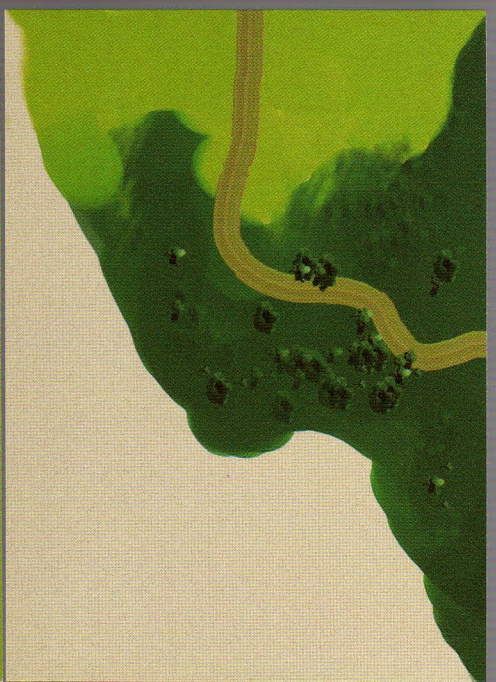
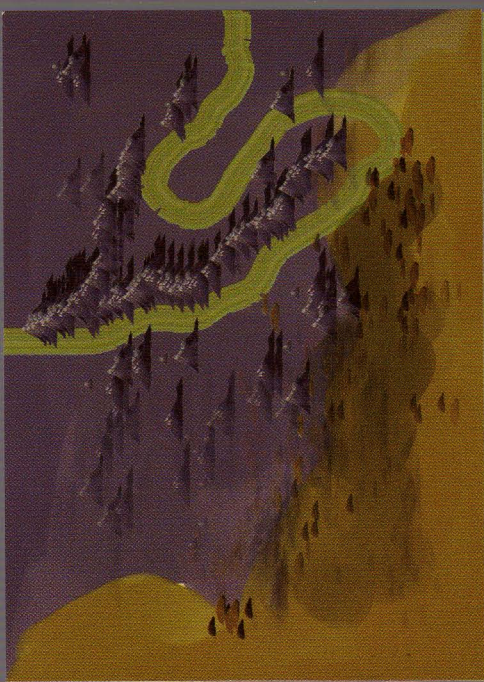
The infamous Darkreach Mountains earned their name after the first ruler of Ardennore exiled himself here long ago. His shame was so great that the light of the sun never followed him here again.

Enter: Free by Road or Hills; Might Trial difficulty 6 by Mountains.

Leave: As above.

Rest: You can recover 1 Ability.

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Enter: Free
Leave: Free
Rest: You may recover 1 Ability.

Massive avians carried through these high mountains from this stretch of the Coastal Road. The Tsu Ocean is barely visible from the land and there is a warm updraft overhead.

◆ ◆ ◆ ◆ ◆ ◆
◆ ◆ ◆ ◆ ◆
THE EASTERN COASTAL ROAD

THE EASTERN COASTAL ROAD

◆ ◆ ◆

The Eastern Coastal Road travels along the length of Adenmore's eastern border. Although perilously close to the boundaries of the kingdom, its twisting roads are fairly safe. A graybeard knocker lives near here and sells a hundred kites a year.

Enter: Free
Leave: Free

Special: Although any traveler can stop here, bandit activity is a problem. Bandits and Slavers add 2 to their scores when testing on this League.

Rest: You may recover 1 Ability.

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DARKREACH SPIRES

◆ ◆ ◆ ◆ ◆
◆ ◆ ◆ ◆ ◆

In this mountain range, some of the highest peaks in all of Adenmore strain against the dark clouds that obscure them. Any who can surmount these treacherous peaks will witness spectacular views from the summit.

Enter: Free by Road; Might Trial difficulty 5 by Hills or Mountains.

Leave: As above.

Rest: Climbing to the top of the mountain requires you to pass a Might or Resolve Trial, difficulty 7. If you pass you will view the most breathtaking sunrise in all of Adenmore. You can recover any 2 Merits.

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FIELDS OF SABINE

◆ ◆ ◆ ◆
◆ ◆ ◆ ◆

Cool breezes carry the scent of pine, and the vast expanses of meadows in these lands provide a picturesque view of the Sabine Forest. The young at heart search for blackberries as they pass.

Enter: Free by Fields or Road; Resolve Trial difficulty 4 by Forest.
Leave: As above.

Rest: Travelers can rest here comfortably, regaining any 1 Ability.

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IDLE ROAD

◆ ◆ ◆
◆ ◆ ◆

Idle Road is always bustling with activity. As the only road between Eidolon and Raxx, it's always well-patrolled. The constabulary will sometimes inspect wagons rolling from Raxx, but they are hesitant to disclose what they are looking for.

Enter: Free
Leave: Free

Rest: You may recover 1 Ally or 1 Advantage.

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THE EDGE OF GREY FILTH

◆ ◆ ◆
◆ ◆ ◆

You're a fool to even consider venturing here. You must have thought you were going somewhere else. Turn back while you still can.

Enter: Might Trial difficulty 4

Leave: As above.

Rest: You may recover 1 Ability.

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FROST HAVEN

◆ ◆ ◆ ◆ ◆ ◆
◆ ◆ ◆ ◆ ◆ ◆

Thought to be abandoned, Frost Haven has since been reclaimed by Frost Ettins. They have lost their homelands in the Frost Kingdom to the north, and now they fiercely protect their new home in Adenmore.

Enter: Free by Road or Hills; Might Trial difficulty 6 by Mountains.

Leave: As above.

Special: Those who enter must face an automatic Combat or Savvy Waylay against the Frost Ettins (Combat 6, Savvy 7). This Waylay takes place after any Waylay card played on this League is encountered.

Rest: No Rest can be taken in this hostile and inhospitable League.

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FOREST OF THE MIDNIGHT SUN

◆ ◆ ◆ ◆ ◆
◆ ◆ ◆ ◆ ◆

This enchanted forest is illuminated by its Glamour. By day, the leaves of the trees bask in sunlight, and at night, they gently glow, warming the forest floor with their brilliance. This is a locale favored by courtly lovers.

Enter: Free
Leave: Free

Rest: You may recover 2 Arts or 1 Ally.

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FIESOLE

◆ ◆ ◆ ◆
◆ ◆ ◆ ◆

Fiesole is a land favored by Satyrs. It is widely renowned for its music, revelry, and debauchery. Jaded fae tell epic tales about it, while the prudent stentily caution their young not to listen.

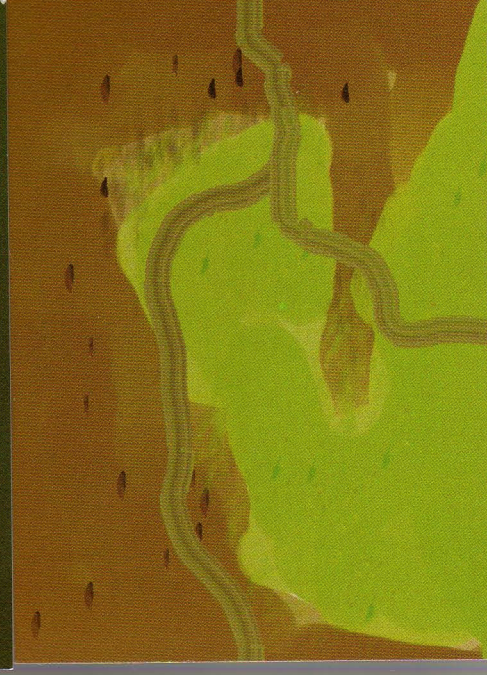
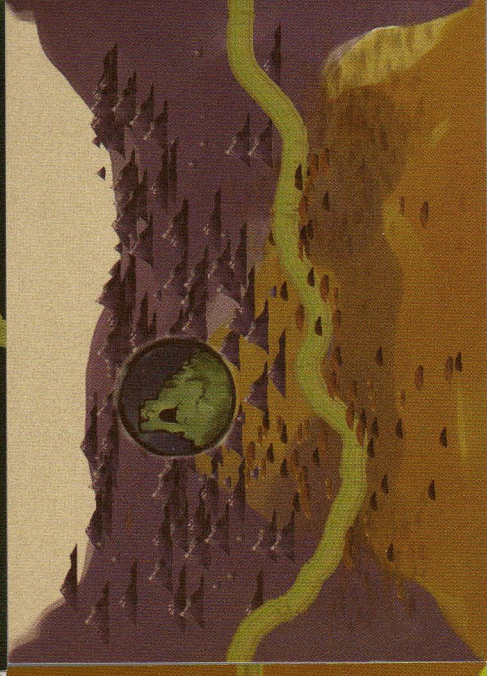
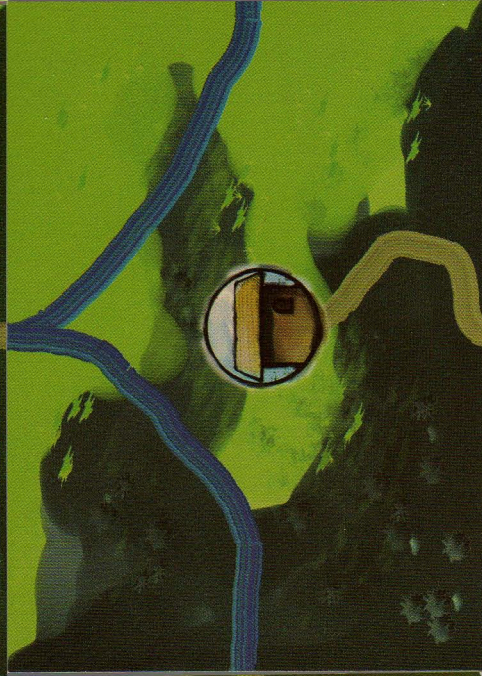
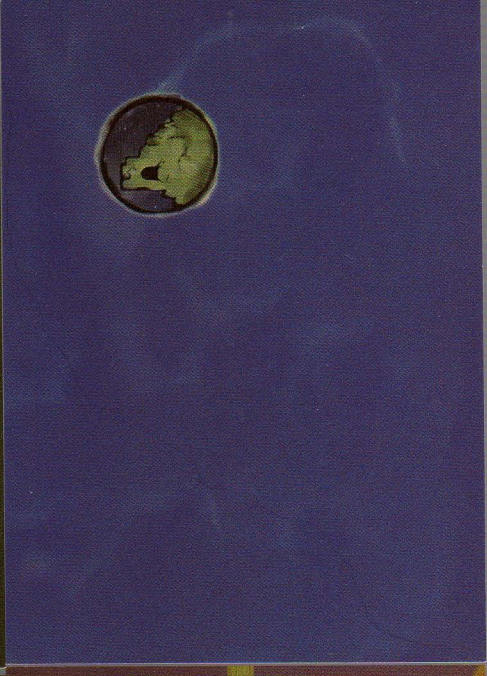
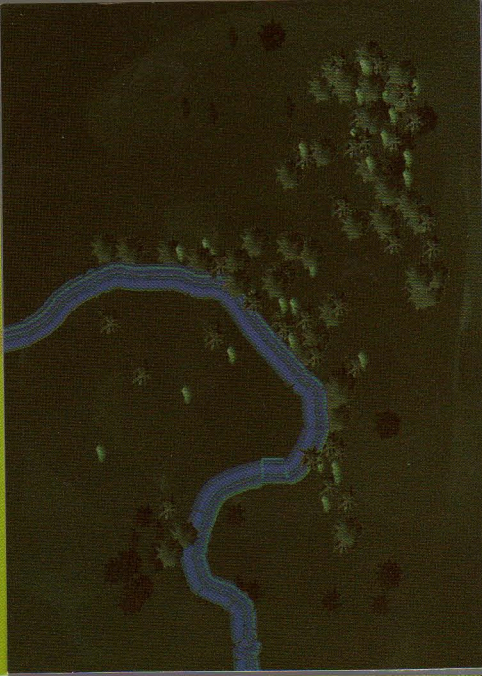
Enter: Free by Road; Resolve Trial difficulty 5 by Forest.

Leave: As above.

Special: All Satyrs add 1 to their score in any Test.

Rest: You may recover 1 of anything.

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THE GRAVEYARD OF SHIPS

◆ Ocean ◆ Ruins ◆



Beneath these once pellucid waters, the Graveyard of Ships hides derelict vessels. Decades ago, battleships from Middlemarch attacked the Coral Palace. The Dragonkin and Mer sank all but one ship, and the armada has remained here to this day.

Enter: Might Trial difficulty 6

Leave: As above.

Special: Mer automatically pass the Terrain Trial on this League. If you fail the Terrain Trial here, you must exhaust a Merit.

Rest: You may recover up to 3 Treasures.

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HALL OF THE OGRE KING

◆ Mountains ◆ Hills ◆ Ruins ◆ Road ◆ Border ◆



Crumbling walls mark what was once the court of a mighty Ogre king. His name has long since been banished from history, but the ruins of his stronghold remain.

Enter: Free by Mountains or Road; Might Trial difficulty 5 by Hills.

Leave: As above.

Rest: Anyone may rest here and recover 1 Treasure. Ogres and Trolls, however, recover 2 Treasures.

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HILLS OF STEAM

◆ Fields ◆ Hills ◆ Road ◆



Through the use of ingenious Knocker contraptions, steam is harvested for use in Althnos, the Steam City. Vast envelopes of cloth are warmed by cants carrying open flames, and inventors continually refine the methods they use to fill them.

Enter: Free

Leave: Free

Rest: Batling in the steam from the Hills requires a Might Trial difficulty 5. If successful you may recover 2 Abilities.

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HUNTINGLANE

◆ Forest ◆ Road ◆



Good hunting is found here. Nobles have been known to travel many leagues to have sport in these fields. Wild boar roam freely, and game is plentiful.

Enter: Free by Road; Resolve Trial difficulty 5 by Forest.

Leave: As above.

Rest: You can rest here and recover 1 Ability or you can choose to hunt. If you hunt you must defeat a Wild Boar (Combat 5) in a Combat Test. If you're successful, you may recover any 2 Merits.

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HAMLET OF BLOATH

◆ Fields ◆ Marsh ◆ River ◆ Town ◆ Road ◆



This town lives under the terrible oppression of the Ogre bully Bloath. He has coaxed the villagers into naming the hamlet after him. Seven wives have taken his hand in marriage, though none of them have lived for long.

Enter: Free

Leave: Free

Special: If Bloath is encountered here add 2 to each of his Attributes.

Rest: You may recover 1 Ability. If you defeat Bloath on this League, you may recover 3 Merits of any type.

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HAMLET OF EASLYNN

◆ Fields ◆ Forest ◆ Road ◆ Town ◆ Border ◆



There are few permanent residents in the Hamlet of Easlynn. The temptation of the Chaos Well is too great for them to resist, and the reckless few who come to visit it invite great peril.

Enter: Free **Leave:** Free

Rest: To drink from the waters of the Chaos Well is to invite both fortune and disaster. Roll a die 1: You recover 2 Favors and must skip your next Day. 2: The next Waylay you face adds 2 to its score against you. 3: You must exhaust a Merit. 4: You may recover 2 Merits. 5: You may exhaust 1 Favor. 6: You may add 2 to your score against the next Waylay you face.

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THE GRAVEYARD OF SHIPS

◆ Ocean ◆ Ruins ◆



Beneath these once pellucid waters, the Graveyard of Ships hides derelict vessels. Decades ago, battleships from Middlemarch attacked the Coral Palace. The Dragonkin and Mer sank all but one ship, and the armada has remained here to this day.

Enter: Might Trial difficulty 6

Leave: As above.

Special: Mer automatically pass the Terrain Trial on this League. If you fail the Terrain Trial here, you must exhaust a Merit.

Rest: You may recover up to 3 Treasures.

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HALL OF THE OGRE KING

◆ Mountains ◆ Hills ◆ Ruins ◆ Road ◆ Border ◆



Crumbling walls mark what was once the court of a mighty Ogre king. His name has long since been banished from history, but the ruins of his stronghold remain.

Enter: Free by Mountains or Road; Might Trial difficulty 5 by Hills.

Leave: As above.

Rest: Anyone may rest here and recover 1 Treasure. Ogres and Trolls, however, recover 2 Treasures.

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HILLS OF STEAM

◆ Fields ◆ Hills ◆ Road ◆



Through the use of ingenious Knocker contraptions, steam is harvested for use in Althnos, the Steam City. Vast envelopes of cloth are warmed by cants carrying open flames, and inventors continually refine the methods they use to fill them.

Enter: Free

Leave: Free

Rest: Batling in the steam from the Hills requires a Might Trial difficulty 5. If successful you may recover 2 Abilities.

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HUNTINGLANE

◆ Forest ◆ Road ◆



Good hunting is found here. Nobles have been known to travel many leagues to have sport in these fields. Wild boar roam freely, and game is plentiful.

Enter: Free by Road; Resolve Trial difficulty 5 by Forest.

Leave: As above.

Rest: You can rest here and recover 1 Ability or you can choose to hunt. If you hunt you must defeat a Wild Boar (Combat 5) in a Combat Test. If you're successful, you may recover any 2 Merits.

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HAMLET OF EASLYNN

◆ Fields ◆ Forest ◆ Road ◆ Town ◆ Border ◆



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Enter: Free

Leave: Free

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HUNTINGLANE

◆ Forest ◆ Road ◆



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Enter: Free by Road; Resolve Trial difficulty 5 by Forest.

Leave: As above.

Rest: You can rest here and recover 1 Ability or you can choose to hunt. If you hunt you must defeat a Wild Boar (Combat 5) in a Combat Test. If you're successful, you may recover any 2 Merits.

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HAMLET OF EASLYNN

◆ Fields ◆ Forest ◆ Road ◆ Town ◆ Border ◆



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Leave: As above.

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HALL OF THE OGRE KING

◆ Mountains ◆ Hills ◆ Ruins ◆ Road ◆ Border ◆



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HILLS OF STEAM

◆ Fields ◆ Hills ◆ Road ◆



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Leave: As above.

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HAMLET OF EASLYNN

◆ Fields ◆ Forest ◆ Road ◆ Town ◆ Border ◆

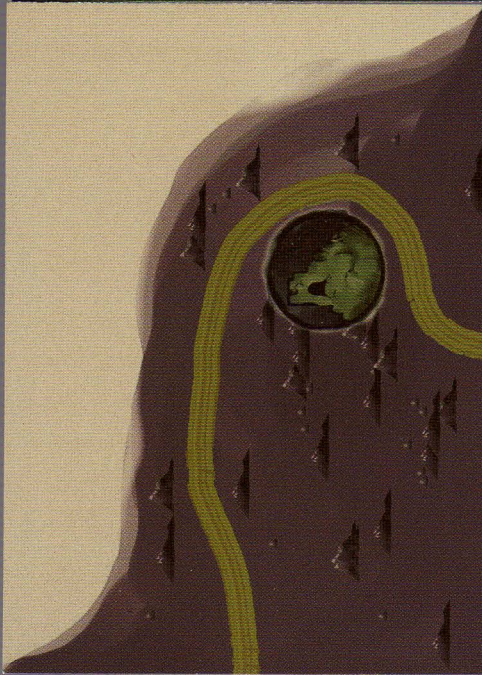
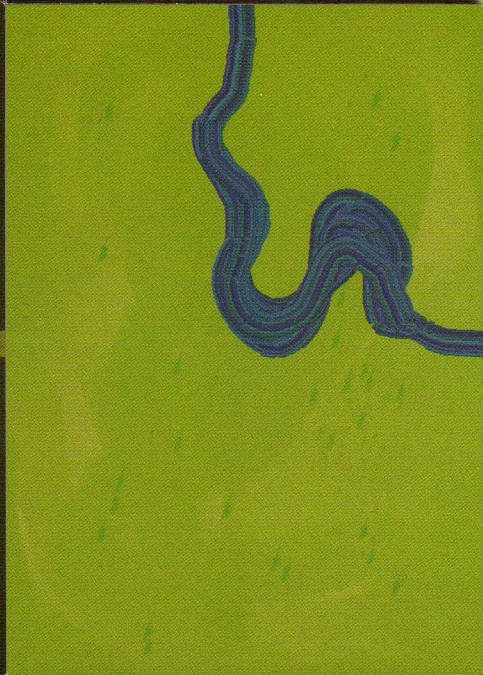
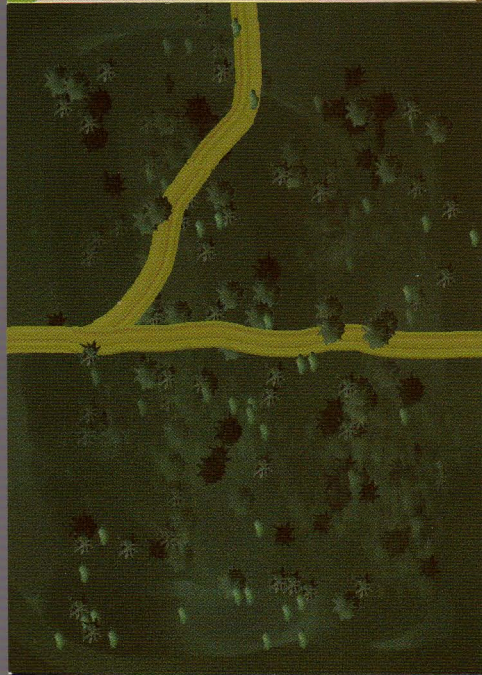
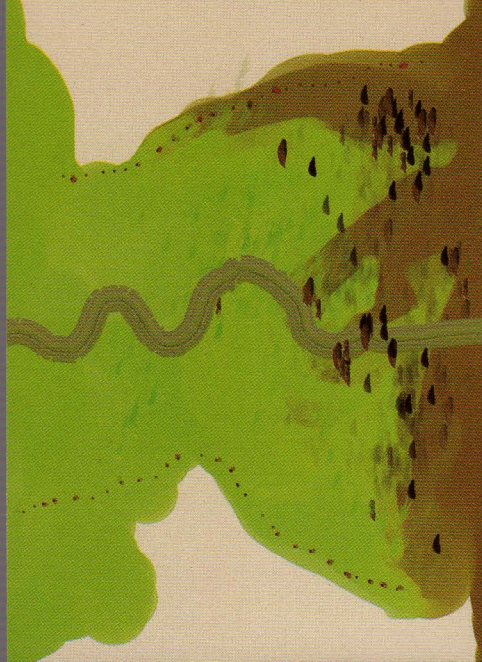


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IRONDEW ROAD

◆ Fields ◆ Road ◆ Border ◆



An old Troll was turned to stone beside this stretch of the Irondeew Road. Giants and Ogres alike harden their hearts as they march past him. Old grievances are not always mentioned, but they are always remembered.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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IRONDEW KEEP

◆ Marsh ◆ Castle ◆ Road ◆ Border ◆



This is the first line of defense against King Ironheart and the legions of Middlemarch. Here, an army of Unseelie nobles and Redcaps obeys the orders of Lord Regnaut, a House Liam Seelie noble. They don't always hear very well, though...

Enter: Free by Road; Might Trial difficulty 5 by Marsh.

Leave: As above.

Rest: Unseelie can recover 1 Ally; Seelie can recover 1 Advantage; Seelie nobles can recover any 1 Merit.

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IRONDEATH FIELDS

◆ Fields ◆ Hills ◆ Road ◆ Border ◆



The Irondeath Fields are lined with spikes. Duke Bane impales the heads of his enemies here as a warning to any who would betray him. On the darkest nights of the year, the wind carries deathly moans.

Enter: Free

Leave: Free

Rest: Your opponent can recover 1 of your Flaws.

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THE KYRIAN TOWER

◆ Fields ◆ Road ◆ Ruins ◆



Long ago, when Ardennore had different rules and different borders, the Kyrian Tower was the home of a reclusive and deranged wizard. Her powerful summonings have forever altered this land.

Enter: Free

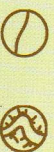
Leave: Free

Rest: Those who rest here can recover 2 Arts. However, if you choose to rest here, you must roll a die. Even: You may begin your next day from any League of your choice. Odd: You begin your next day from any League of your opponent's choice.

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KRYLIAN'S POND

◆ Fields ◆ River ◆



The river widens here. The fields of grass are warm and soft, and dandelion seeds are carried on the wind. Those who swim in these waters are often refreshed afterward.

Enter: Free

Leave: Free, unless you're crossing the River; then you must pass a Might Trial difficulty 4.

Rest: You may recover any 1 Merit, except an Ally.

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IRONDEW ROAD

◆ Marsh ◆ Road ◆



Although no one can explain why, the water that forms in small pools here is impure. Most fae cannot stand to drink it, although the Cog Soldiers of Middlemarch find it delicious.

Enter: Free by Road; Might Trial difficulty 5 by Marsh.

Leave: As above.

Rest: You may recover 1 Ability.

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MIDDLEGUARD

◆ Fields ◆ Road ◆ Ruins ◆ Border ◆



Once an outpost for Middlemarch, this old keep now stands in ruins within Ardennore's borders. Metallic spikes and rusted weapons serve as grim reminders of Middlemarch's aggression.

Enter: Free

Leave: Free

Rest: Spending time sifting through the Ruins will yield very little in the way of rest. While you can recover 2 Merits of any type, your opponent can also recover 1 of your Flaws.

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THE MARSH OF GREY FILTH

◆ Marsh ◆ River ◆



Known for its exceptionally turgid sludge, the Marsh of Grey Filth is inhospitable. Anything buried here cannot be retrieved... or even remembered...

Enter: Might or Resolve Trial difficulty 6.

Leave: Might or Resolve Trial difficulty 5.

Rest: The only haven known in these parts is with the Mud Boggius who exist on a small island in the center of the swamp. You must pass a Savvy Trial difficulty 7 to convince the Boggius to admit you. Once in, you can recover any 2 Merits.

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THE LOA-HEEDRON

◆ Mountains ◆ Road ◆ Ruins ◆ Border ◆



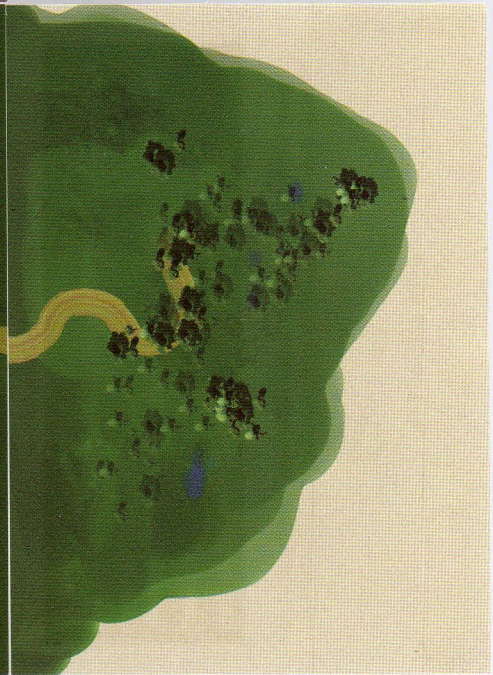
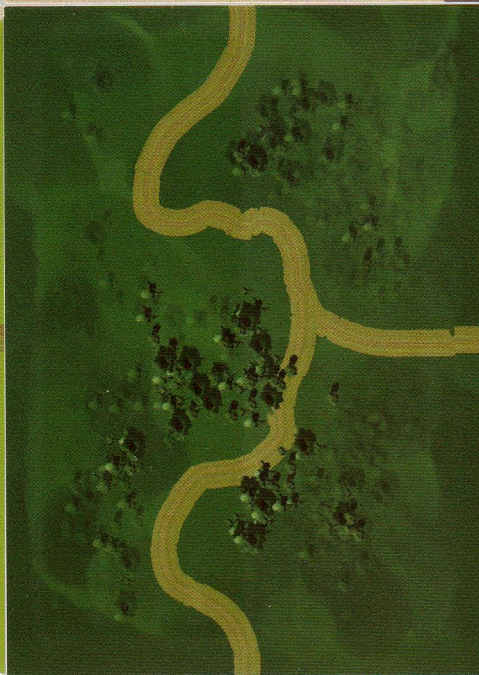
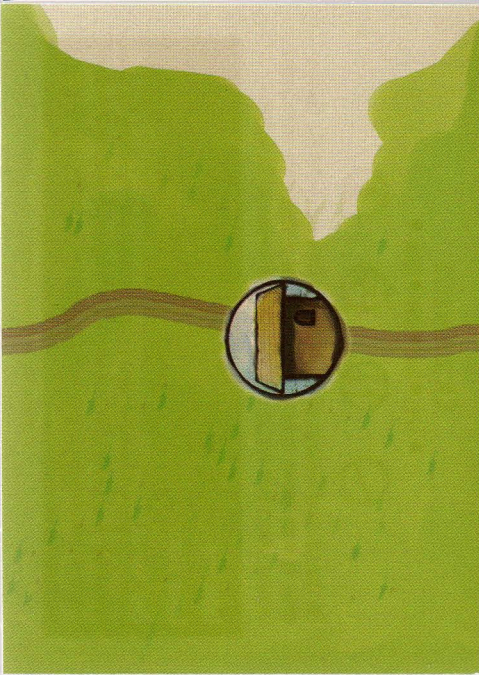
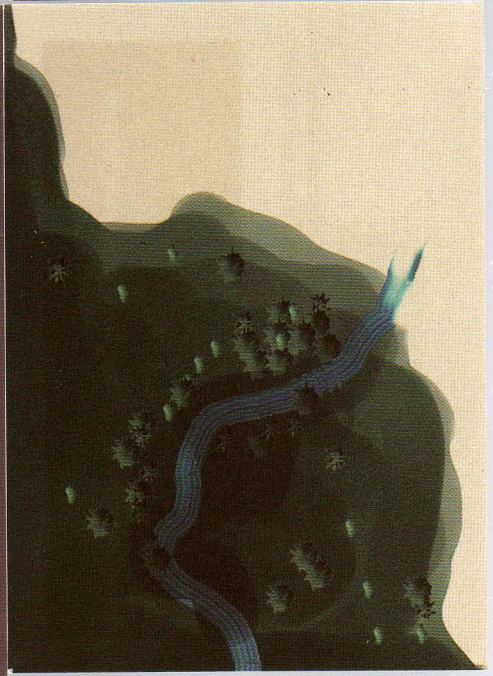
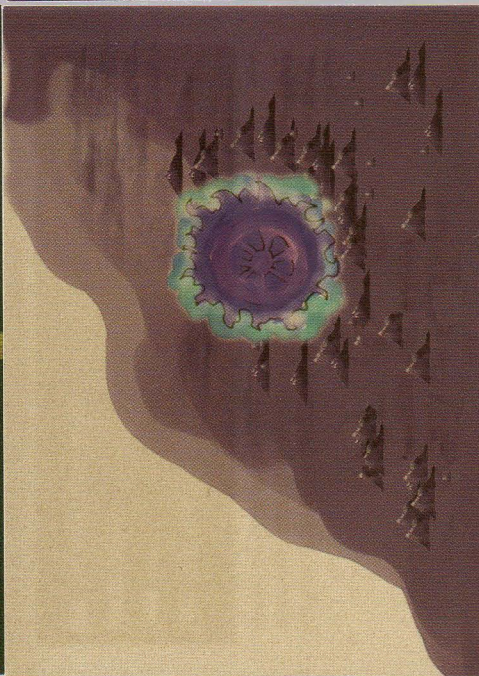
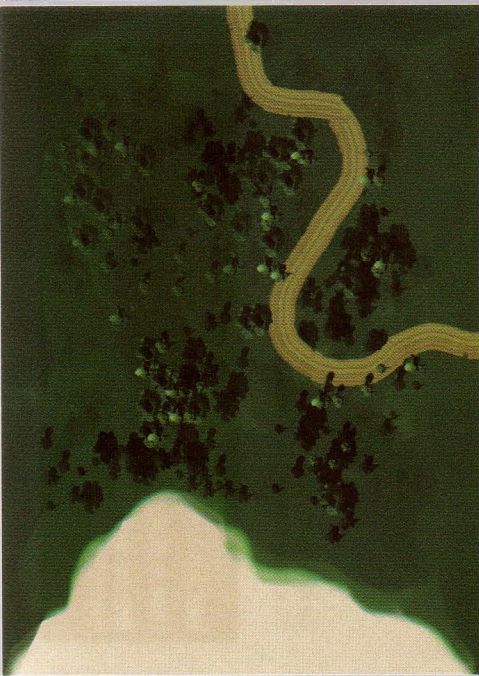
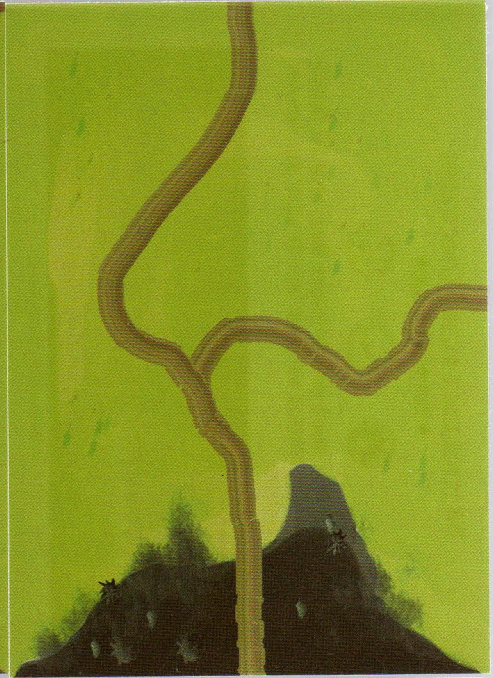
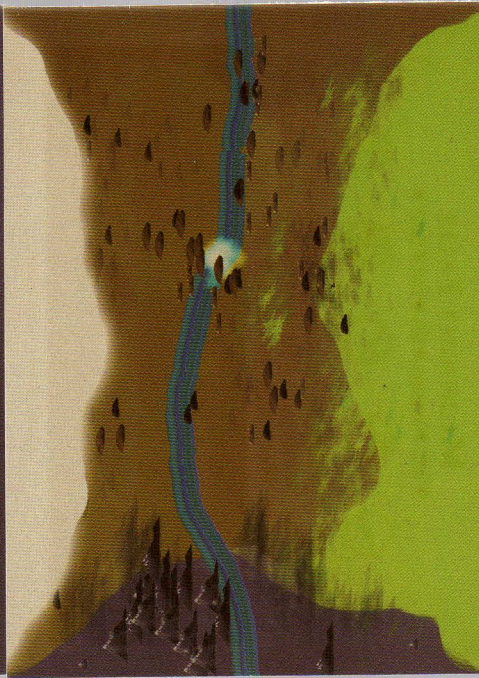
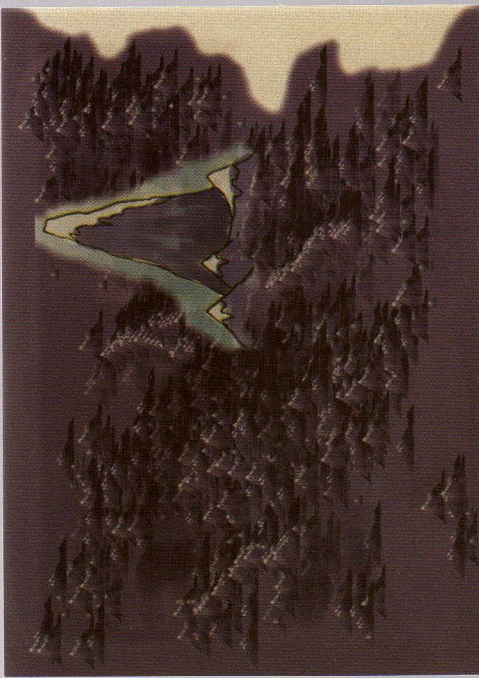
The monolithic towers and mammoetan edifices of this abandoned fortress reach dizzying heights above this portion of the Sure Pass Trail.

Enter: Free by Road; Might Trial difficulty 5 by Mountains.

Leave: As above.

Rest: If you dare to climb its walls, you must pass a Might Trial difficulty 6. You may only try once. If successful, you enter a fortress once ruled by a race of giants. Recover 2 Might Abilities, 2 Treasures or any combination thereof.

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MIDDLEMARCH JUNCTION

◆ Marsh ◆ Fields ◆ Road ◆



Here the road to Middlemarch joins the Ironclaw Road. Seele and Unseele alike join forces when rumors of war spread. Once the rumors pass, however, old grudges are reborn.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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MIDNIGHT FALLS

◆ Fields ◆ Mountains ◆ Hills ◆ River ◆ Border ◆



In the foothills of the Darkreach Mountains, the Midnight Falls carry silt into the River of Rust. There are places in this realm that have never been touched by the light of day. Where sunlight does fall, night eagerly waits.

Enter: Might Trial difficulty 4.

Leave: Free

Rest: Resting at or near the Falls is tricky at best. You must overcome a Resolve Trial difficulty 5. If you succeed you may recover 1 Advantage, 1 Ability or 1 Art.

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MOUNTAIN OF THE KINGS

◆ Mountains ◆ Border ◆



Climbing the highest mountain in all of Ardennore was a test of manhood in many of Arcadia's early cultures. To this day, Dragonkin still try their mettle here.

Enter: Might Trial difficulty 7

Leave: Might Trial difficulty 5

Rest: For those who are able to make the climb, the view is truly inspiring. You can recover any 2 Merits.

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MOUTH OF GREY

◆ Marsh ◆ River ◆ Border ◆



Foul waters flow from this land. They carry noxious aromas and contempt for the lands of Ardennore that have escaped their taint. The grey waters roll like the anger in the depths of Duke Bane's soul.

Enter: Might Trial difficulty 5

Leave: As above.

Rest: You may recover 1 Ability. If you are Unseele you may recover 1 Art as well.

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NORIA OF ETERNITY

◆ Mountains ◆ Castle ◆ Border ◆



The Noria of Eternity is Ardennore's legendary prison. This large subterranean wheel incarcerates the kingdom's vilest criminals. Those who are condemned to enter the Noria are trapped for 1,000 years.

Enter: Might Trial difficulty 5

Leave: Free

Special: Unique.

Rest: You may recover 1 Ability.

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NOWHERE BLIND

◆ Forest ◆ Road ◆ Border ◆



The forest here is so dense that some believe the chances of a wanderer leaving actually improve if he is blindfolded.

Enter: Free by Road. Resolve Trial difficulty 5 by Forest.

Leave: As above.

Rest: You must undergo a Savvy Trial difficulty 5 to rest here. If you pass you may recover 1 Ability.

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NOWHERE GLADE

◆ Forest ◆ Road ◆ Border ◆



Long ago, the Kithain languished by the tranquil ponds of this glade. Now harpies soar overhead, harrying any who invade their self-proclaimed domain.

Enter: Resolve Trial difficulty 5

Leave: Free

Special: Unique. Any Harpie Waylays add 1 to their score when testing against adventurers here.

Rest: You may recover 2 Arts or 1 of anything else from the magical waters of the ponds.

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NOWHERE JUNCTION

◆ Forest ◆ Road ◆



Despair hangs in the shadows here like a fine mist, and it is said that those who bring their sorrow with them into these lands will become lost in a fog of grief and self-pity.

Enter: Free

Leave: Free by Forest or along main Road. You must pass a Resolve Trial difficulty 5 to leave by the "I" Road.

Rest: You may recover 1 Ability.

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OCEANUS

◆ Fields ◆ Road ◆ Town ◆ Border ◆



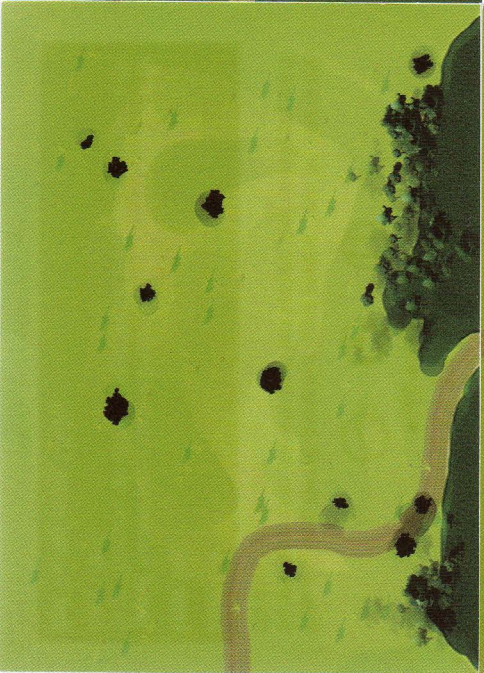
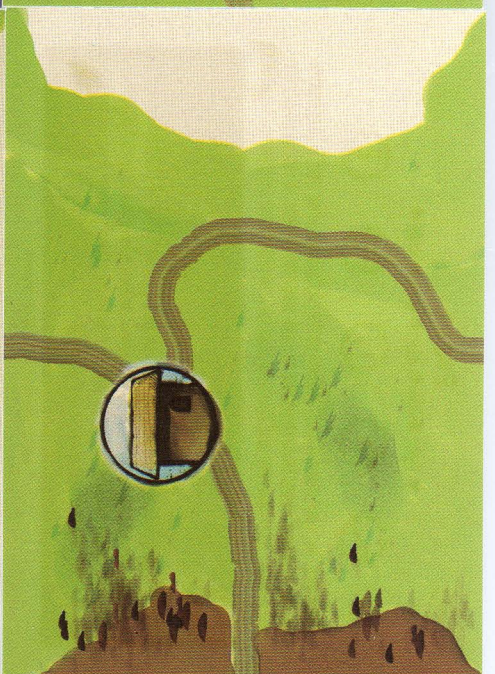
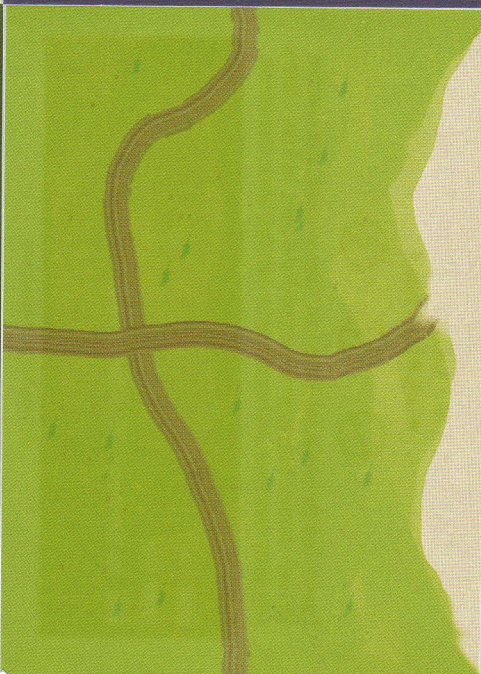
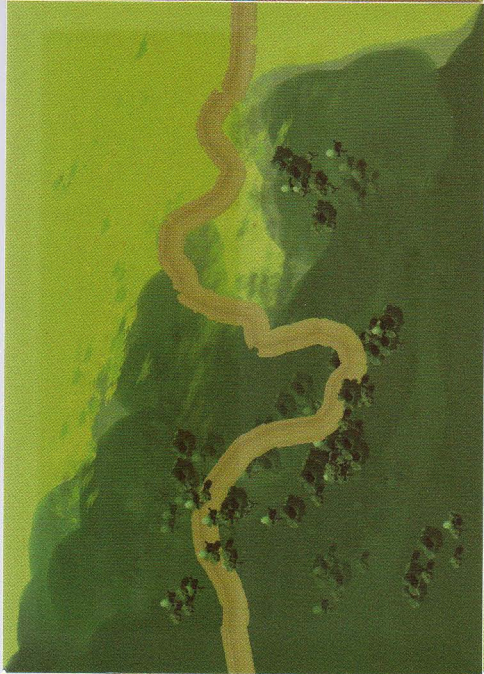
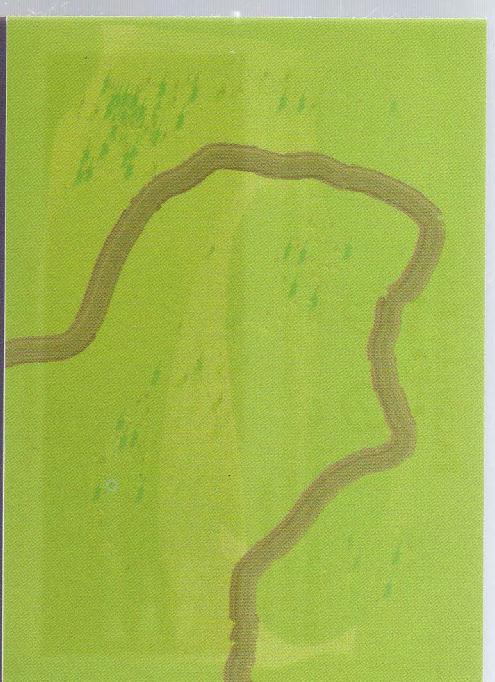
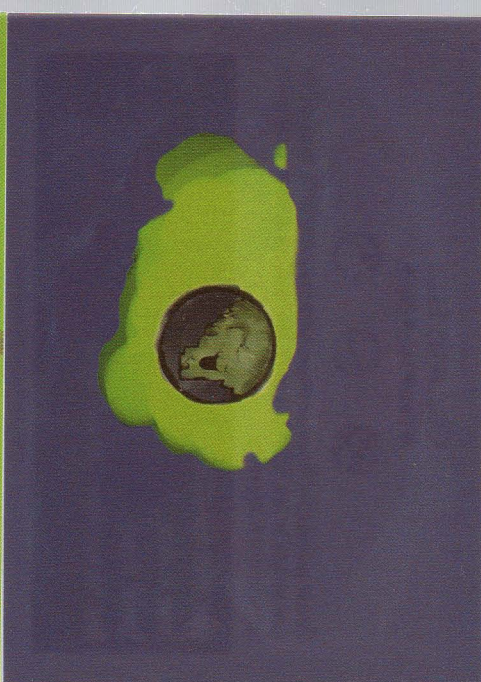
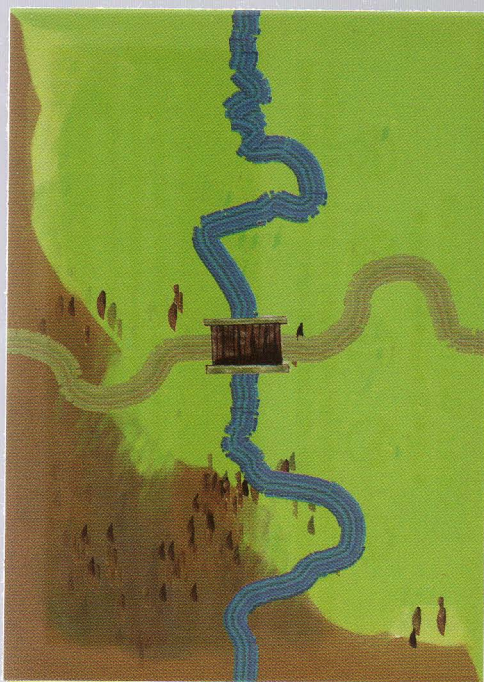
The coastal city of Oceanus overlooks the Izu Ocean and Orchid Isle. The residents here are known to be open-minded. Late at night, they often have a faraway look in their eyes as they gaze upon the ocean's pacific waters.

Enter: Free

Leave: Free

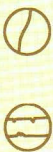
Rest: You can recover 1 Ally or Treasure here. If you have a Bag of Gold, you can discard it to gain passage to Orchid Isle, if it is in play. No Terrain Trials are necessary. If you travel to Orchid Isle in this fashion, you may return to Oceanus the following Day.

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PALINIAN ROAD

◆ Fields ◆ Road ◆



Imp pranksters, dour Troll knights, jovial Samyrs and bitter Redcap warriors—the travelers one meets on the Palinian Road will educate one about the true natures of the Kithain.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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PERL

◆ Fields ◆ Hills ◆ Road ◆ Town ◆ Border ◆



There is a “no questions asked” policy in this villainous city, and it is common for the criminal scum of Aldemore to sink into the depths of its labyrinthine alleyways. The innocent and trusting had best watch their step here.

Enter: Free

Leave: Free

Rest: You may recover as many Merits as you want here. For every Merit you choose to recover, roll a die. Halve (rounding up) the number that is rolled. That is the number of Days you lose in Perl.

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ROAD TO MIDDLEMARCH

◆ Fields ◆ Road ◆ Marsh ◆ Border ◆



Relations between Middlemarch and Aldemore are strained at best. Political tensions run high, and the border between these two kingdoms is heavily guarded on both sides.

Enter: Free

Leave: Free

Rest: You may recover 1 Advantage.

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ORCHID ISLE

◆ Ocean ◆ Fields ◆ Ruins ◆



The rare and beautiful flowers of Orchid Isle are treasured on the mainland, for they are hard to find. Difficult to reach, this small isle is uninhabited by the fae, who visit it only rarely.

Enter: Might Trial difficulty 5

Leave: As above.

Special: Unique

Rest: You may recover 1 Art and 1 Ability.

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PALINIAN • COAST JUNCTION

◆ Fields ◆ Road ◆ Border ◆



Travelers from the Palinian and Eastern Coast roads cross paths at this junction. This well-traveled thoroughfare sees a great deal of traffic. Each day, a family sells dainty sweetmeats and exquisite nectar from their famous roadside inn.

Enter: Free

Leave: Free

Rest: You may recover 1 Ally at the crossroads.

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RAXIS

◆ Fields ◆ Road ◆ Forest ◆ Town ◆



The town of Raxis is home to the diligent, yet overwhelmed, Sheriff of Raxis. A tempest of villainy and troubles surrounds this city, yet within it, all is peaceful.

Enter: Free

Leave: Free

Special: Unique. If there is a warrant for your arrest, you must subtract 2 from all of your scores against Waylays here.

Rest: You may recover 1 Ally or 1 Advantage.

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OGRE WATCH BRIDGE

◆ Fields ◆ Hills ◆ Road ◆ River ◆ Bridge ◆



Rumor has it that the many Ogres who frequent this area do so at Duke Bone's request. Perhaps the half-eaten bodies that wash up on the riverbanks were their payment.

Enter: Free

Leave: Free

Special: Any Ogre Waylays played on this League will remain in play unless they are defeated with a natural 6 during an adventure's 1st against them. These Ogres also add 1 to their score when testing. Any adventurer can move on or encounter this League on the Day following one in which they defeated an Ogre here, even if that Ogre is still in play.

Rest: You may recover 1 Ally here.

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THE PALINIAN ROAD

◆ Fields ◆ Forest ◆ Road ◆



Travelers from the east often bring pipeweeds from the village of Raxis. Those whom they meet on this road often tarry a while as they enjoy a smoke, a tale, and a brief bit of fellowship.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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PITHA'S TESTING ZONE

◆ Fields ◆ Forest ◆ Road ◆



Pitha of Althnos, the self-proclaimed “Great Inventor,” uses this field to test his new experiments. Any who travel here had best tread carefully and watch the skies... just in case...

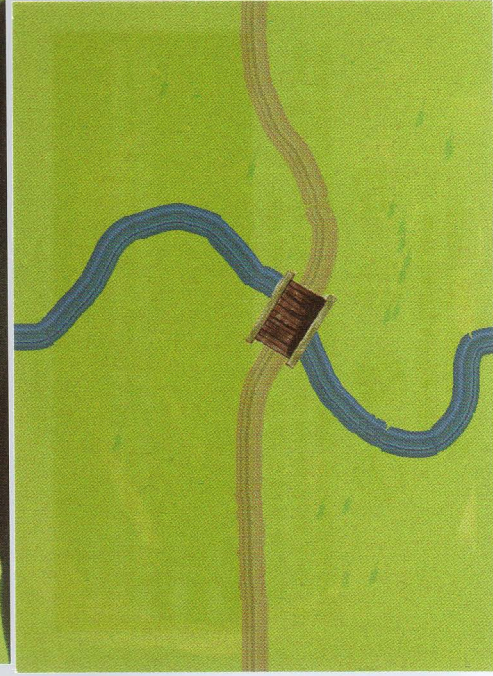
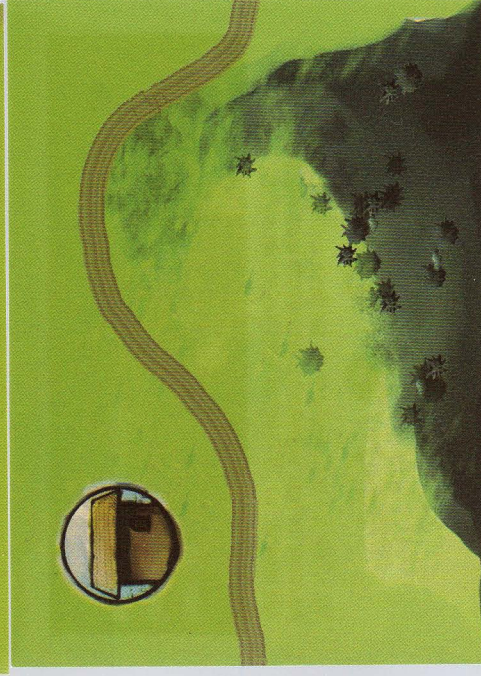
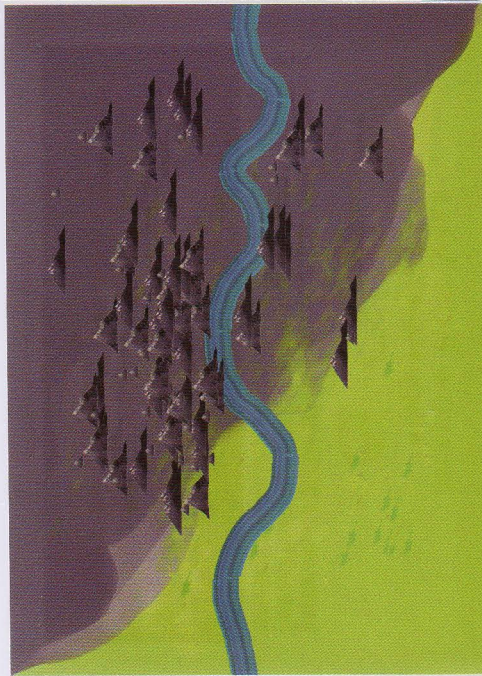
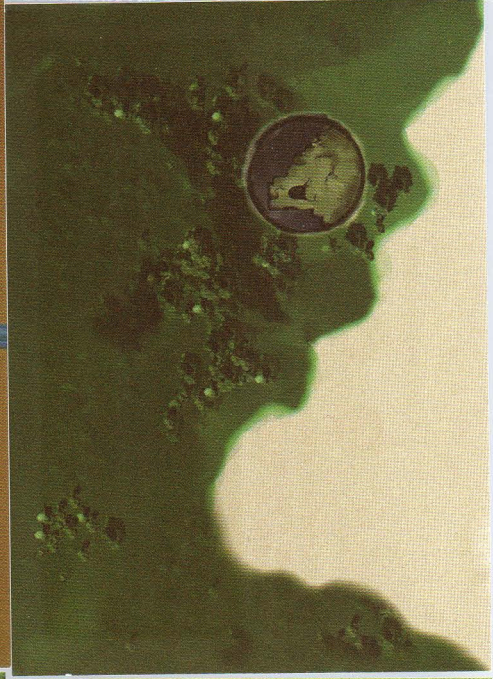
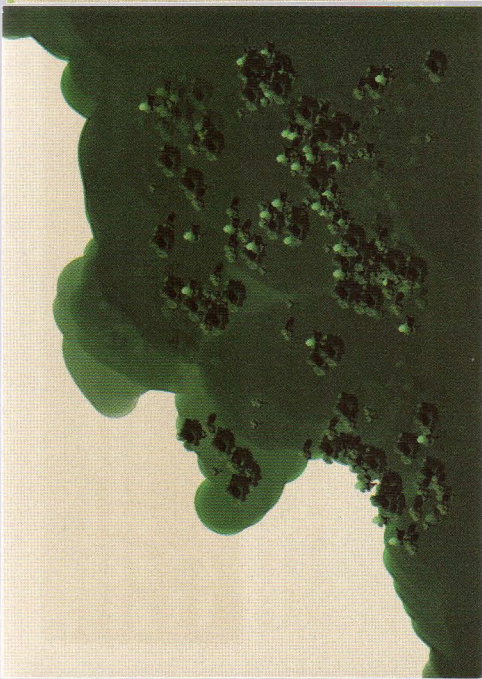
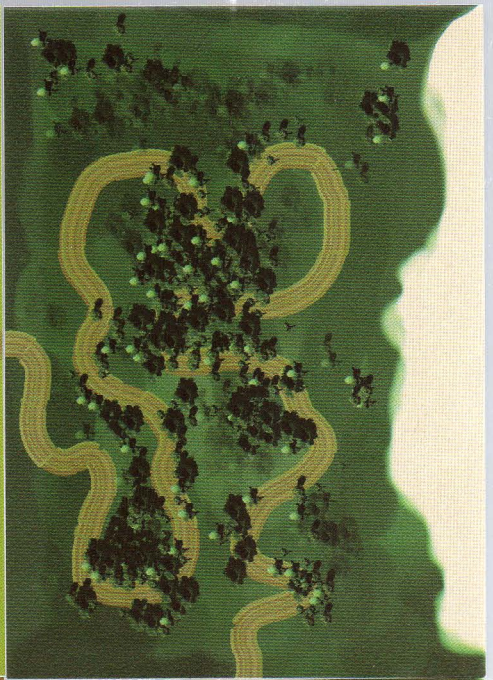
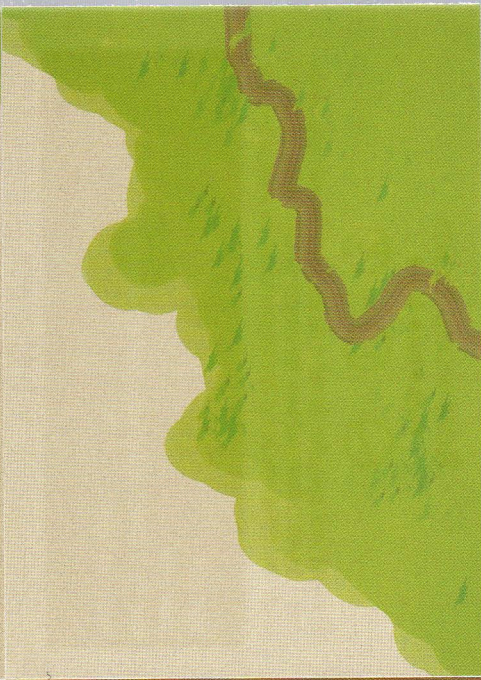
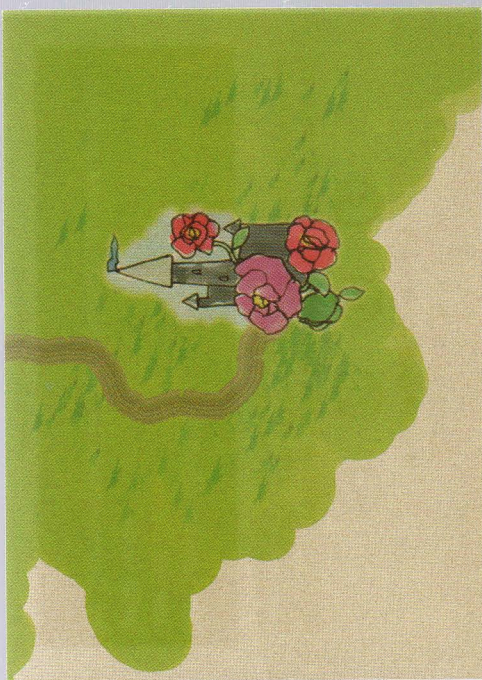
Enter: Free

Leave: Free

Special: You must pass a Savvy or Resolve Trial difficulty 6 to safely travel the fields. Otherwise one of Pitha's experimental inventions causes you to exhaust 1 Merit.

Rest: You may recover 1 Ability.

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THE ROAD TO NOWHERE

◆ Forest ◆ Road ◆ Border ◆



No one can remember why this road was built. Imp bandits wait along the roadside to ask passers-by where they are going. The most common response is dazed confusion. The ransom demanded is usually a riddle or a jest.

Enter: Free by Road; Might Trial difficulty 5 by Forest.

Leave: As above.

Rest: If you tell your opponent a joke, you may recover 1 Ability.

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ROSEWOOD BEND

◆ Fields ◆ Road ◆ Border ◆



Rosewood Bend approaches the end of the Ardenroad. Travelers who journey from Colinwell to Rosewood Keep, the home of the Lady Sophia, usually rest beside the fields of roses here as they compose ballads and poems in her honor.

Enter: Free

Leave: Free

Rest: The lush fields of Rosewood Bend will allow travelers to recover any 1 Ability.

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ROSEWOOD KEEP

◆ Fields ◆ Road ◆ Castle ◆ Border ◆



Home to the lovely Lady Sophia, Rosewood Keep is a place of serenity and gentle tranquility. In the stillness of night, troubadours find inspiration and sing praises to Sophia's wisdom and beauty.

Enter: Savvy Trial difficulty 4

Leave: Free

Special: Unique

Rest: Those resting under Lady Sophia's hospitality can recover any 1 Merit.

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RUINS OF ASTALAR

◆ Forest ◆ Ruins ◆ Border ◆



A great tower once watched over the western and southern borders of Ademmore. It has long since fallen into ruin. The rocky terrain that makes the tower so defensible, however, is just as difficult to traverse today.

Enter: Resolve Trial difficulty 4

Leave: Free

Special: Astalar is full of twisting passages and treacherous drop-offs. Characters facing combat Maylays here subtract 1 from their score when testing.

Rest: Characters searching the Ruins can recover 1 Ability or 1 Treasure.

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THE RUST MINES OF TORIS BALGARTH

◆ Mountains ◆ Hills ◆ Road ◆ Cave ◆ River ◆



The River of Rust springs forth from a cave in one of these mountains. There are many conflicting stories about its origin, but all of them feature the tale of the rust miner Ions Balgath.

Enter: Free by Road; Might Trial difficulty 5 by Mountains, Hills or River.

Leave: As above.

Rest: You may recover 1 Treasure or 1 Art.

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SABINE GLADE

◆ Forest ◆ Border ◆



This relatively obscure patch of woods is on the easternmost border of the Sabine Forest. Long ago, a mighty road led early Kithain to the Aege's Wondolith, but all traces of the path have been eradicated.

Enter: Resolve Trial difficulty 5

Leave: Free

Rest: Those who rest in the Sabine Glade will find little comfort. The trees tower above, blocking out most of the sunlight and leaving this dense expanse covered in shadows. Those who pass a Resolve Trial difficulty 5 can recover up to 2 Arts.

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SADMOST BRIDGE

◆ Fields ◆ River ◆ Road ◆ Bridge ◆



A Troll once barred this bridge and challenged any who dared to pass to exceed his tale of misfortune and sorrow. Duke Bane told seven tales of his Seelie rivals to the guardian, and the Troll was never seen again.

Enter: Free

Leave: Free

Rest: You may recover any 1 Merit, unless you defeat a Waylay on this Bridge. Then you may recover any 2 Merits if you choose to rest on the Day following the Waylay.

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SARDINIUM

◆ Fields ◆ Marsh ◆ Road ◆ Town ◆



This village once had a popular resort, but the encroaching Marsh of Grey Fifth has ruined the land. Sardinium has consequently fallen into disrepair. The locals, however, are still delighted when they receive visitors.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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SHADOW RUST VALE

◆ Mountains ◆ Fields ◆ River ◆



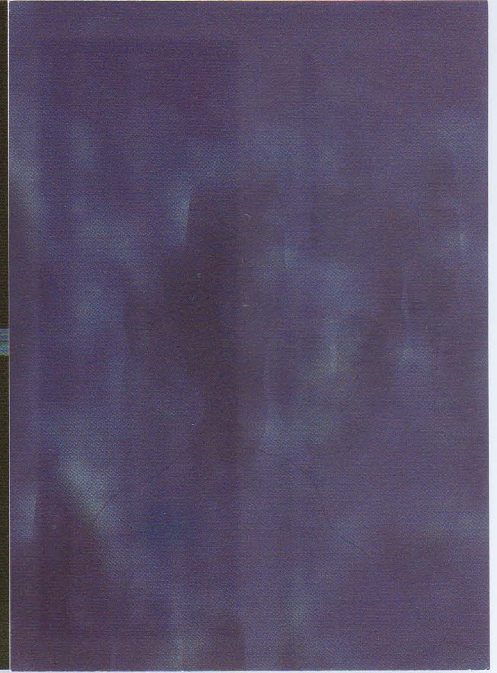
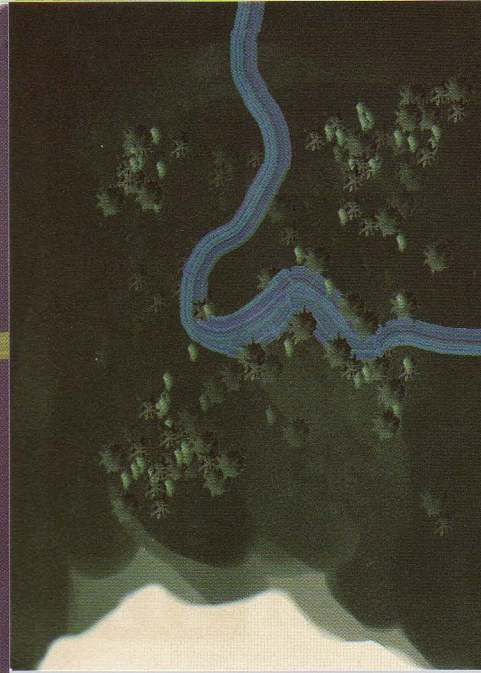
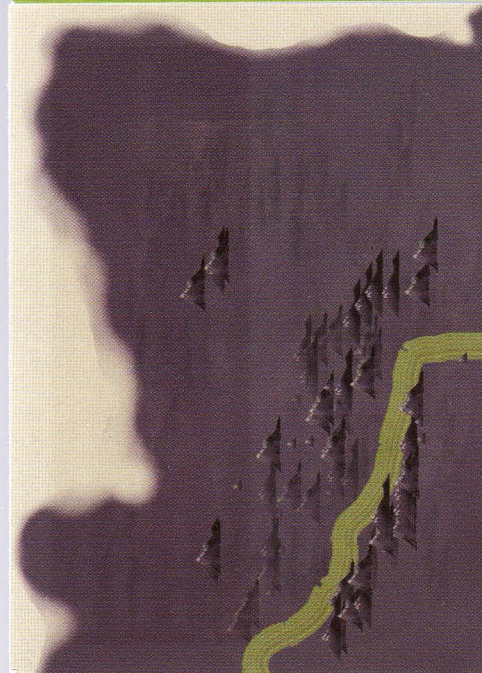
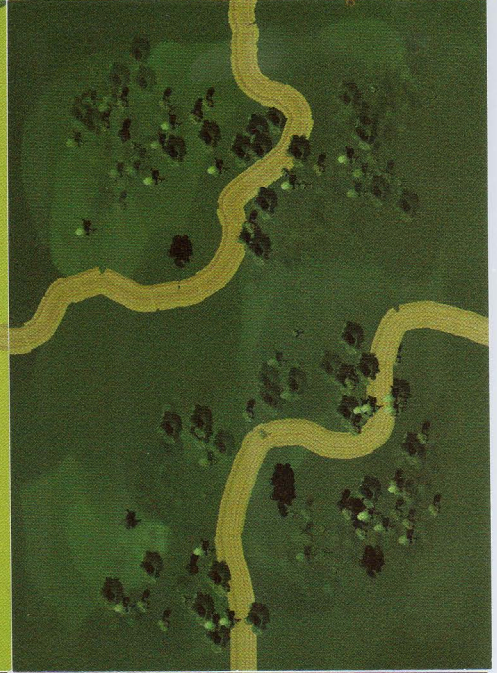
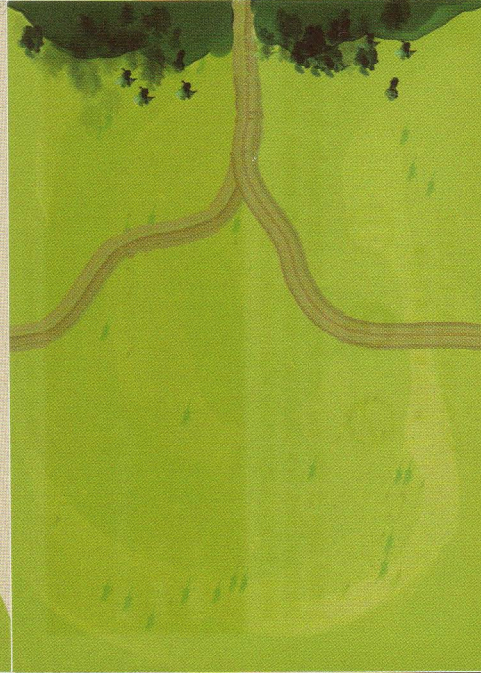
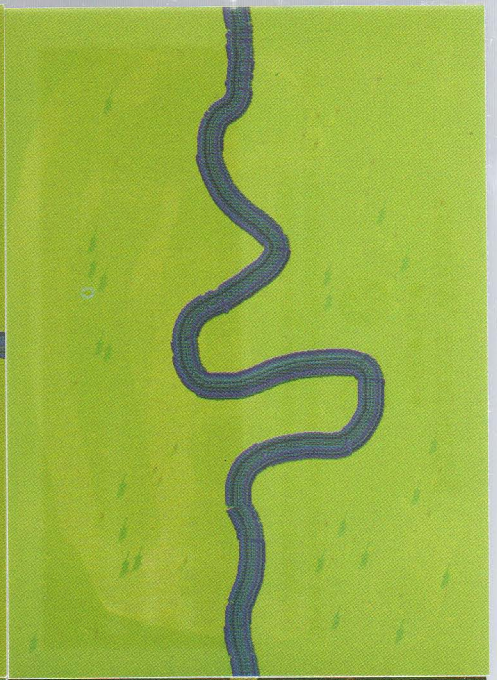
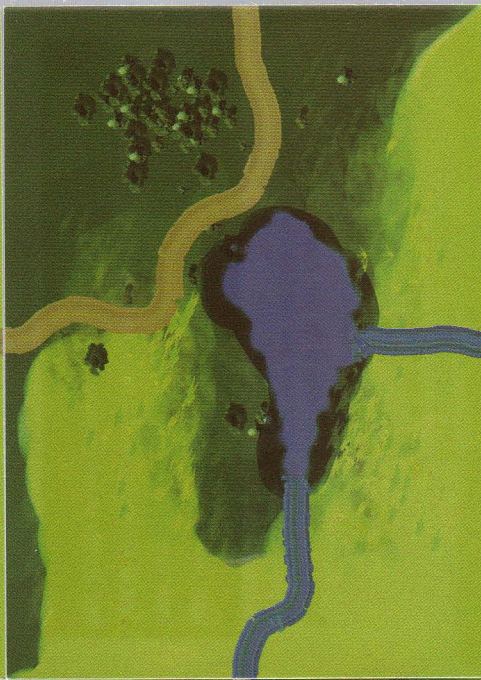
Loremasters call this the Shadow Rust Vale, as it is trapped between the Darkreach Mountains and the River of Rust. A pall of fear hangs heavily here, as these lands are often beset with troubles.

Enter: Free by Fields or River; Might Trial difficulty 5 by Mountains.

Leave: As above.

Rest: Those who rest here can recover 1 Ability.

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SPLENDOUR WATERS

◆ Fields ◆ River ◆

Just as the darkest sorrow always passes, the Grey Rivers flow into the sparkling fountains of the Splendour Waters. Hope springs eternal.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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SPLENDOUR LAKE

◆ Forest ◆ Fields ◆ Road ◆ River ◆ Lake ◆

Rumored to be the original home of the gray dragon Splendouscale, those who sleep beside this picturesque lake sometimes have dreams of massive and ancient dragons soaring overhead.

Enter: Free

Leave: Free

Special: Any Waylays add 1 to their score when testing in this League.

Rest: You may recover 1 Treasure.

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SPLENDOUR BRIDGE

◆ Fields ◆ Road ◆ River ◆ Bridge ◆

Wanderers reflect on their lives as they gaze into the effervescent waters of the Splendour River. Some follow an old tradition and wish for good fortune as they pass.

Enter: Free

Leave: Free

Rest: You can discard 1 Treasure and make a wish. Roll a die. Even: You get your Treasure back and all of your Merits are recovered. Odd: Your Treasure is discarded. You will recover the Treasure for your next game.

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SUNDERED WOODS

◆ Forest ◆ Road ◆

Divided by the Althros-Raxis Road and the road to Stormguard Keep, these woods almost seem to whisper of treachery and betrayal when cold winds blow through them in the dead of night.

Enter: Free

Leave: Free

Rest: If you are Seelie you may recover 1 Ability. Unseelie recover nothing.

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SUNDERED COPSE

◆ Fields ◆ Forest ◆ Road ◆

A small copse of trees was once destroyed to make room for the road to Stormguard Keep. Few soldiers pass through this route anymore, and so the woods are beginning to retake what is rightfully theirs.

Enter: Free

Leave: Free

Rest: You may recover 1 Art.

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STORMGUARD KEEP

◆ Fields ◆ Road ◆ Ruins ◆ Border ◆

Once a mighty keep, Stormguard was nearly decimated six years ago in the last war between Middelmatch and Ardenmore. It is said that the spirits of the dead still stand watch on these parapets.

Enter: Free

Leave: Free

Rest: Those brave enough to stay the night must pass a Resolve Trial difficulty 5. If you succeed you may recover 2 Treasures or 2 Abilities.

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TSU OCEAN

◆ Ocean ◆

The waves of the Tsu Ocean are usually gentle, but the deceptive undertow makes passing through them difficult for inexperienced swimmers.

Enter: Might Trial difficulty 5

Leave: Might Trial difficulty 7

Special: Mer automatically pass the Terrain Trial on this League. If you fail the Terrain Trial here, you must exhaust a Merit.

Rest: You may recover 1 Treasure here. If you have failed the Terrain Trial you recover nothing.

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THE SWAMPLANDS

◆ Marsh ◆ River ◆ Border ◆

The Grey River courses through this land, separating the Marsh of the Grey Firth to the north from the Sibylline Swamp to the south. Hope is hard to find here.

Enter: Might Trial difficulty 4

Leave: As above.

Rest: You may recover 1 Ability.

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SURE PASS TRAIL

◆ Mountains ◆ Road ◆ Border ◆

Known as one of the safest mountain passes in all of Ardenmore, this trail welcomes many travelers. Eagles soar overhead like the hopes of young adventures.

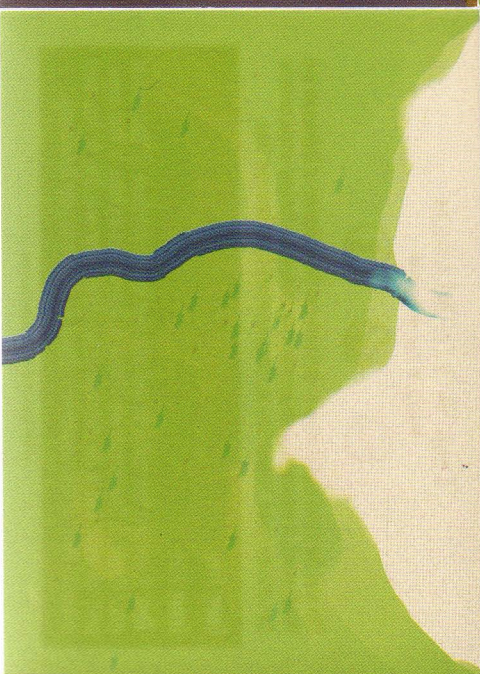
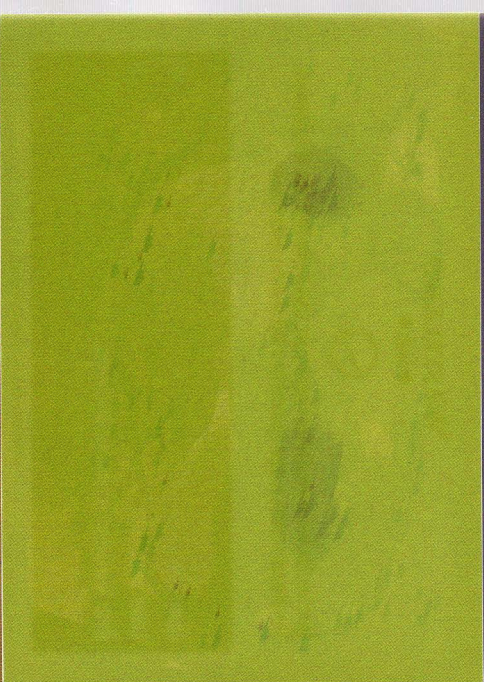
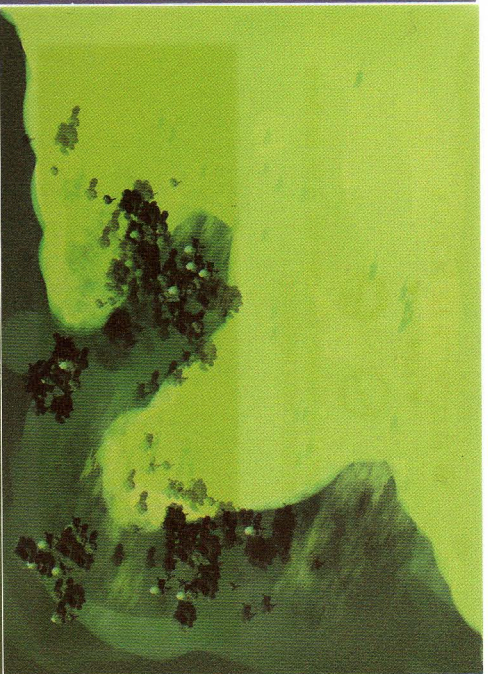
Enter: Free by Road; Might Trial difficulty 5 by Mountains.

Leave: As above.

Special: Any character adds 1 to their score on any Waylays played against them on this League.

Rest: You may recover 1 Ability or 1 Ally.

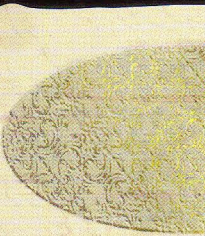
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ARDENMORE GUARD PATROL



A patrol of Ardenmore military accosts you. It seems you look terribly similar to an outlaw they're searching for. Discard this Waylay when it's defeated.

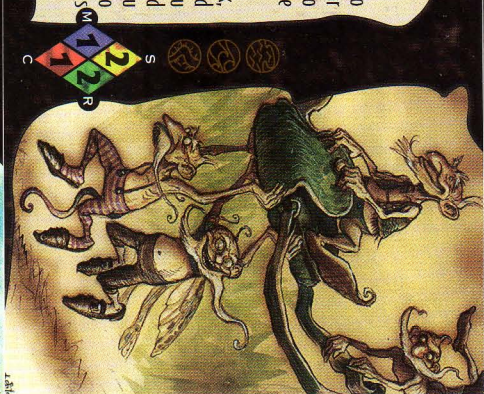


BANEK



These wee folk are accustomed to having small offerings of food or water left for them. Travelers who don't offer such hospitality risk the Banek's trickery.

If you fail your test against the Banek, they steal your food stores and escape (discard the Waylay). You suffer -1 to your score in all Might and Combat tests and Thak's until you reach a Town or Castle League to replenish your supplies. Discard this Waylay when it's defeated.

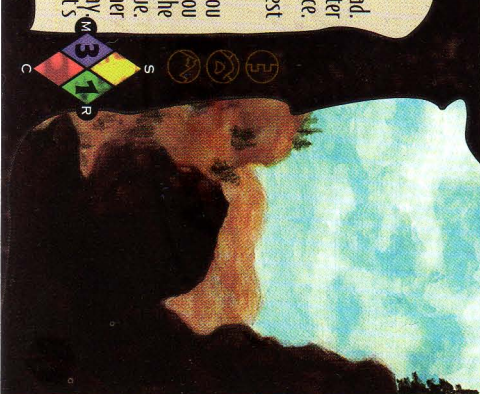


BOULDER



A boulder blocks the path ahead. You have the option to encounter the boulder or to leave it in place. If you encounter the boulder, test Might to move it.

If you bypass the boulder, you must forfeit your next Day as you find a detour around it. Leave the boulder in place in this League. You may move ahead to another League after your skipped Day. Discard this Waylay when it's defeated.



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TSU OCEAN

♦ Ocean ♦



For the last two hundred years, the Tsu Ocean, once known for its mighty waves, has slowly been receding. Each year, a little more of the coastline is exposed and a few more dispossessed Mer venture onto the mainland.

Enter: Might Trial difficulty 6

Leave: As above.

Special: Mer automatically pass the Terrain Trial on this league. If you fail the Terrain Trial here, you must exhaust a Merit.

Rest: You may recover 2 Abilities here. You may not recover anything if you've failed the league Trial.

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WASTELAND

♦ Fields ♦



Here lies the foul wyrm Andrax (Copper scale, slain by the first ruler of Adenmore. The dragon's tomb is now covered by a hill of ash a league wide.

Enter: Free

Leave: Free

Rest: You cannot recover on this league.

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WHISELKANE'S LANE

♦ Mountains ♦ Hills ♦ Fields ♦ Road ♦



Near the juncture of the Eastern Coast and Arden roads, a graybeard Savy named Whiselkane watches and waits in the forest. Although flighty and distrustful, the elderly bard knows a great many things.

Enter: Free by Road, Hills or Fields; Might Trial difficulty 5 by Mountains.

Leave: As above.

Rest: If you wish to look for Whiselkane, you must pass a Savy Trial difficulty 7. If you are successful, you have found him. Whiselkane charges you 1 piece of treasure (discard 1 treasure) and then shows you a shortcut. You may move 3 leagues on your next day, encountering only the third.

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WILLOWTREE SCRUB

♦ Fields ♦ Forest ♦



The Scrublands are east of the infamous Willowtree Vale. In this day they remain nondescript and barely worth mentioning.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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WILLOWTREE VALE

♦ Forest ♦



This vale is fiercely guarded by Arborean Warriors. From their treehouse fortresses, they protect their greatest treasure: the legendary Pools of Dawn, where Glamour is readily available.

Enter: Resolve Trial difficulty 6

Leave: Resolve Trial difficulty 4.

Special: Any Arborean Willowtree Warriors played here will automatically be Combat Waylays. Their Combat Attribute here is 4.

Rest: If you can get to the Pools (Arborean warriors not withstanding) you may recover up to 3 Arts or 1 Treasure.

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THE WYLD MARCH

♦ Fields ♦ River ♦ Border ♦



This was the site of a great wizard's duel between the champions of Adenmore and Middlenarch. A renowned Soothsayer once proclaimed that the land would never be the same afterward. Strange flora and fauna have been found here ever since.

Enter: Free

Leave: Free

Rest: If you rest here roll a die and add your lowest Attribute. 2: You recover any 2 Merits. 3: You recover any 1 Merit. 4: You recover nothing. 5: Your opponent can move you in the direction of his choice your next day. 6: You must exhaust 1 Merit of your opponent's choice. 7+: Return to your Base Camp.

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WEAKLING

3

EXHAUSTED



ARCADIA WAYLAY

WEAKLING

3

WEAKNESS



♦ Your opponent can exhaust this card to subtract 2 from your score in any Might Test. This must be done just before you Test.

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CORREAL GHOST

1

Often, the bodies of those who die amid tremendous glamour become animated by spirits, searching for some way to prolong their brief lives. However, the flesh prison quickly drives the spirits mad, creating a zombie-like creature of walking deadflesh which seeks to destroy anything that comes near it.

You must back the Correal ghost apart with 2 combat test victories to destroy it. You may keep testing against it multiple times each Day until you suffer a defeat. Discard this Waylay when it's defeated.



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NYMPHS

1

A band of Nymphs takes a liking to you. They ask you to dally just a short time and have some fun with them. Their offer is a very enticing rest stop from your Quest, though with so many Nymphs, you may not get much rest. Discard this Waylay when it's defeated.

You must back the Nymphs apart with 2 combat test victories to destroy it. You may keep testing against it multiple times each Day until you suffer a defeat. Discard this Waylay when it's defeated.



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PROPER ETIQUETTE

1

You come upon a stidde noble and his retinue. Pay your proper respects or lose face. Discard this Waylay when it's defeated.

If you are a noble you gain +1 Savvy for this test.

You must back the Proper Etiquette apart with 2 combat test victories to destroy it. You may keep testing against it multiple times each Day until you suffer a defeat. Discard this Waylay when it's defeated.



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HUNTSMAN'S SNARE

1

You've triggered a huntsman's snare. You'd best break free before the hunter returns. You cannot retreat from this Waylay. Discard this Waylay when it's defeated.

You must back the Huntsman's Snare apart with 2 combat test victories to destroy it. You may keep testing against it multiple times each Day until you suffer a defeat. Discard this Waylay when it's defeated.



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OATHFRIEND

1

You happen upon an old, dear friend with whom you have exchanged oaths of friendship. Your friend would like your aid for a short while. If you fail this test, do not exhaust a Merit, but you must expend your next Day in this League as you stop to aid your oathfriend. Discard this Waylay after it's encountered.

You must back the Oathfriend apart with 2 combat test victories to destroy it. You may keep testing against it multiple times each Day until you suffer a defeat. Discard this Waylay when it's defeated.



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QUICKSAND

1

Treacherous ground! If you fail the first test, you're stuck. You cannot retreat and must test again the next Day at one higher Merit (Merit 2 on the second Day, Merit 3 the third Day, etc.) as you sink deeper and deeper...

Once you win a test you're free. If you run out of Merits to exhaust, return to Boss Camp immediately the next Day.

Once played, the Quicksand remains in play and must be encountered by anyone moving onto the League.



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MAZE

1

Before you realize it, your path has led you into a maze of rock, shubbery, or impassable trees. If you fail this test, you're trapped in the maze. You cannot retreat and must rest each Day until you find your way out. Once played, this Waylay remains in play and must be encountered whenever someone enters this League.

You must back the Maze apart with 2 combat test victories to destroy it. You may keep testing against it multiple times each Day until you suffer a defeat. Discard this Waylay when it's defeated.



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SPIKE TRAP

1

You've triggered a trap. It releases a counterweighted arm which sends a deadly spike atting around at your chest. Discard this Waylay after it's encountered.

You must back the Spike Trap apart with 2 combat test victories to destroy it. You may keep testing against it multiple times each Day until you suffer a defeat. Discard this Waylay when it's defeated.



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COG SOLDIER

2

No one knows what powers these mechanical monstrosities, produced in the back forges of Middlemarch, the Cog Soldiers march to fulfill the mad dreams of King Ironheart.

Words cannot placate these mindless golems, but a lone Cog Soldier away from his command is easily tricked. Discard this Waylay when it's defeated.



M 2 1 3
C S R

GIANT SLUG

2

These troll-sized slugs usually wait in trees and vomit acidic spit on victims who pass beneath them. Way travelers watch for signs of the slugs and avoid them. Discard this Waylay when it's defeated.



M 2 2 2
C S R

LOST!

2

You've lost your way. The difficulty of this Waylay depends on the League in which you become lost. Use the highest difficulty that applies to your League. Discard this Waylay when it's defeated.

- ◆ Resolve 1 in Forest, Ruins, or Town
- ◆ Resolve 2 in Border, Marsh, Mountains, or Ocean
- ◆ Resolve 3 in a Cave



M 3 3 3
C S R

Somewhere

HERE

THERE

ASSACK

2

Lord Gamine's regent is traveling the countryside to make certain all is well with the land. He asks you to interrupt your current quest to travel to a nearby League with him.

If you fail the Savvy Test, on your next Day, your opponent moves you to any adjacent League and discards this Waylay.



M 3 3 3
C S R

FOREST SPIDERS

2

Weds drop on you from the treetops above. Test your Might to escape. If you fail your Might test, you are ensnared and cannot retreat. The Spiders wrap you up, web you to a tree trunk, and save your succulent flesh to suck dry later. Test against Might each Day to escape. Discard this Waylay when it's defeated.



M 2 2 3
C S R

ICARIAN FLYING SKIFF

2

The Icarians' obsession with flight extends even to their naval vessels. The intricate webbing of sails on these light, fast metallic skiffs often catches enough wind to send the vessels gliding up over the water for Leagues at a time. The Icarians find this speed to be very useful to escape after a swift raid on coastal villages. Discard this Waylay when it's defeated.

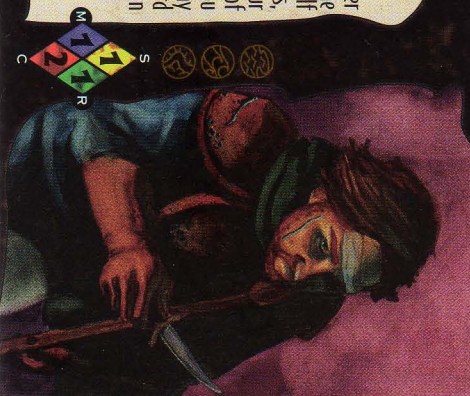


M 1 2 2
C S R

THOMAS THE LAME

1

Ever since the mule cart ran over old Tom's foot, he hasn't been the highway terror he used to be. If you win a Test against Thomas, you may hire Thomas to hunt your competition. Discard a Bag of Gold and take control of him. You can move Thomas 1 League per Day toward another character. Discard Thomas if anyone defeats him in a Test and does not pay him.



M 1 1 1
C S R

FIANNA GAROU

2

A werewolf of tribe Fianna makes camp with you for the night. Being a galliard storyteller of her tribe, she offers you a bottle of spirits and prods you into a yam-telling contest with her. Discard this Waylay when it's defeated.



M 4 2 1
C S R

GORD'S KNOT

2

One of the Treasures (opponent playing this Waylay selects which Treasure card) found in this League is sealed in a chest, and the chest is wrapped with heavy rope tied off with an intricate knot. The wisest people of the land have been unable to unravel the knot to unlock the Treasure. Can you?

You may choose whether to try to test against this Waylay, but once put in play, the Waylay stays in place until defeated. The Treasures sealed by Gord's Knot cannot be recovered until this Waylay is defeated. Discard this Waylay when it's defeated.



M 3 3 3
C S R

PECKY MERCHANT

2

You happen upon a merchant with goods to barter. He refuses to leave you alone until you haggle with him.

If you lose a Test against the merchant, you must exhaust a Treasure if you have one, otherwise exhaust any other Merit as normal. Discard this Waylay when it's defeated.

M 1 2 3
S 1 2 3
C 1 2 3



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SLAVERS

2

The Fock Tones of Middlemarch pay well for slaves brought to their back doors. The demand for labor has spawned a healthy slave trade in Ardennore, making it the profession of choice for many criminals who set up networks to ferry the slaves over the border.

If you lose a Test with the Slavers, you must exhaust an Ally Merit if possible, otherwise exhaust any Merit as normal. The Slaves add -1 to their Tests against Knockers. It's said that the Fock Tones pay extra for Knockers. Discard this Waylay when it's defeated.

M 1 2 3
S 1 2 3
C 1 2 3



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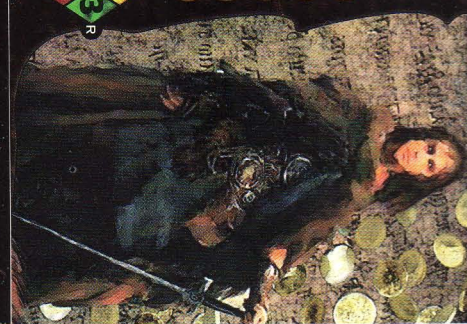
TRAVELING PAPERS

2

Your travel documents are ensnared in the bureaucratic quagmire of the court. To travel ahead, you must sort out the mess with the local officials.

You may discard a Bag of Gold to pass this Waylay. Donations to the court are always accepted, especially at the regional outposts far from the court itself. Unless this Waylay is defeated in a combat Test, it remains in play and affects any who travel to this League.

M 1 2 3
S 1 2 3
C 1 2 3



ROCKSLIDE

2

The way ahead is blocked by a rockslide. The ground is still unsteady. Find a safe way across.

If you fail the Resolve Test, you've caused another slide. Immediately test again against Might 3. If you fail this Test, you must exhaust 2 Merits and lose your next Day as you dig out. If you pass the Might Test, you've crossed the Waylay. Once deployed, this Waylay remains in play and must be encountered whenever someone enters this League.

M 1 2 3
S 1 2 3
C 1 2 3



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SPIDEREYE GOBLIN

2

The Spidereye Goblins are known to crawl the cliff faces and undercaverns of the Darkreach Mountains.

A Spidereye Clan Goblin throws a net over you from above, then jumps to attack you. Pass a Might Trial of 5 to break free of the net before the attack or suffer -2 to your Combat Test with the Goblin. Discard this Waylay when it's defeated.

M 1 2 3
S 1 2 3
C 1 2 3



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UNICORN

2

For Seelie, the Unicorn Waylay is a Savvy Test for Unseelie it's a Combat Test. Discard this Waylay when it's defeated.

M 1 2 3
S 1 2 3
C 1 2 3

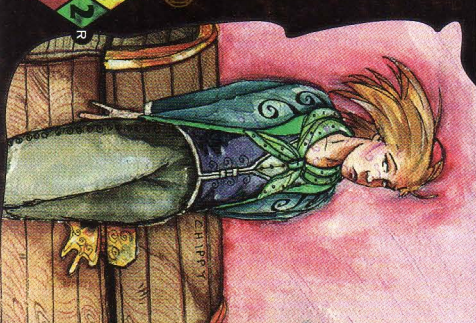


TAX COLLECTOR

2

An Ardennore tax collector accosts you for your annual donation to the realm. Give until it hurts, my friend. If you have a Bag of Gold, you may discard it to pass the Waylay, but the Waylay stays in place. If you do not, test against the Waylay. Discard this Waylay when it's defeated.

M 1 2 3
S 1 2 3
C 1 2 3



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WATER RUNNER

2

These large amphibians often propel themselves out of the water and for brief distances appear to actually run along the surface of the water as they spring upon their prey. Discard this Waylay when it's defeated.

M 1 2 3
S 1 2 3
C 1 2 3



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SIR WRATHGAR

2

Sir Wrathgar roams the land furthering the ambition of his father, the unseelie noble Duke Bane. If you are Seelie, Wrathgar is a Combat Waylay. If you are Unseelie, Wrathgar expects service of you and is a Savvy Waylay. Discard this Waylay when it's defeated.

M 1 2 3
S 1 2 3
C 1 2 3

ARM-WRESTLING TROLL

3

In the local tavern, you're pressured to engage the local arm-wrestling champion, Grackli Armsnapper, in a contest of strength. If you lose this Might Test, you do not have to exhaust a Merit. The Troll's a sore loser, however, and if you win the Might Test, you must immediately test the troll in combat. Discard this Waylay after it is encountered.



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GUILTY AS CHARGED

3

Enemies of the throne have framed you in a heinous murder. No one will step forward to defend you from this awful crime, so you must serve as your own counsel in the Court of Adenmore. If there is a warrant out on you, subtract 1 from your score on your Test against this Waylay. Discard this Waylay when it's defeated.



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JEALOUS REDCAP

3

Eqgad, a local Redcap, has accused his wife of cuckolding with you. The poor Redcap is just eaten up inside with jealousy. He's also eaten his wife up to feed his insides, and he and his Redcap pals intend to make you dessert. Discard this Waylay when it's defeated.



ARBORIAN WILLOWTREE WARRIOR

3

The fastest of the Arborean treefolk, Willowtree Warriors lash their opponents with dozens of whiplike branches. Willowtree Warriors brook no trespass of their lands, attacking any who cannot explain themselves.



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GAMBLING KNOCKERS

3

Some Knockers smoke you into a gambling game with them. If you lose the Savvy Test against them, you must discard a treasure and cannot use it for the rest of this game. If you win a Savvy Test against them, you may recover any of the treasures you have exhausted. Discard this Waylay when it's defeated.



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IRONDEW ARTILLERY

3

Hardened by patrolling the border with Middleditch, the soldiers of Irondew keep often get overzealous in their attacks on suspected invaders.



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WHIRLPOOL

2

The waters swirl around you, sucking you into the depths. Put your back to the oars, man! Pull free of the current or all is lost! Discard this Waylay when it's defeated.



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AUTUMN PLAGUE

3

If you fail this Test, you are stricken with the Autumn Plague. While afflicted by the plague you suffer -1 on all Savvy Tests and Trials, as you suffer plague-induced depression. You may try to shake off the effects of the plague by resting for a Day in a League (meaning you don't move or have to face any other tests or trials) and passing a Might Trial (difficulty 1). The Autumn Plague Waylay is discarded once it is encountered, whether the Test against it is successful or not (though characters afflicted may keep the aid and try to their Merits to mark their affliction). Characters cannot suffer from more than 1 Autumn Plague at a time.



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HURRICANE

3

Whoever puts the Hurricane Waylay in play selects 2 Leagues on opposite ends of the playing map to be the start and endpoints of the hurricane's path. The first Day, the player places the Hurricane in the start League, and each Day thereafter moves it 1 League toward its exit League. If the Hurricane moves onto a League occupied by a character, they must encounter it on their next Day or retreat. Flying or hopping mounts or creatures cannot pass over a League occupied by a Hurricane.



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OGRE GAMES



You come upon a band of Ogres who need you to arbitrate a bet. They've just had a boulder tossing competition and are arguing over who won. They're about to come to blows with each other, and neither side will take kindly to your judging them the loser. If you fail the Savvy Test, in addition to exhausting a Merit, you must immediately test Combat against the Ogres. Discard this Waylay after it's encountered.



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PIT OF THE GRUBWORM



You've walked onto a covered pit. The created top drops open. Pass a Might Trial difficulty 8 to leap clear. If you fall in, you must face a giant grubworm which has taken residence in the pit, feeding off any who fall in. You must face the grubworm in Combat each day until you defeat or escape from the pit. The grubworm is Combat 3. To escape the pit, pass a Resolve Trial of 6 on any day after you fall in. If the grubworm is defeated in Combat, discard this Waylay. Otherwise the grubworm remains on the League and must be encountered by anyone who lands on it.



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TROJAN HORSE



A golem made of pure gold, the Trojan Horse is a beautiful and deadly sight. Most believe the horse was created only for warfare, since it seems to attack anything that crosses its path. Discard this Waylay when it's defeated.



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PIGRIM'S BURDEN



A commoner on a high king pilgrim-age has fallen ill. She pleads with you to continue her pilgrimage and carry her burden onward. If you fail your Test against the pilgrim, you must take on her burden. You suffer a -1 to your score on any Combat or Might Test or final while carrying the statue on your back. The Pilgrim's Burden Waylay card stays with you every-where you travel. If you share a League with another character and defeat that character in a Savvy Test, they must take on the Pilgrim's Burden in your place.



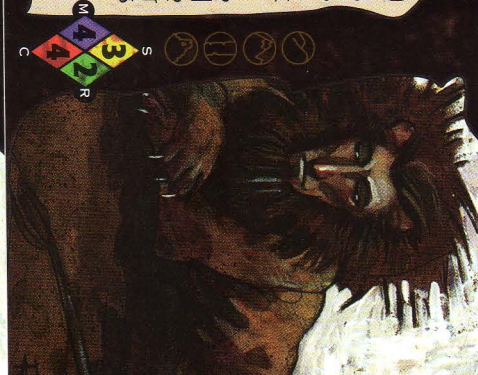
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SPHINX'S RIDDLE



Answer the Sphinx's riddle or be eaten. If you choose to test this Waylay as a Resolve Test and fail, immediately retest as a Combat Waylay.

Once any character tests the Sphinx as a Resolve Waylay and fails, the Sphinx will always be considered a Combat Waylay for that character. Discard this Waylay when it's defeated.



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UNSEELIE KNIGHT



Against Seelie opponents, the Knight's Combat is 4. Against Seelie nobles his Combat is 5. Discard this Waylay when it's defeated.

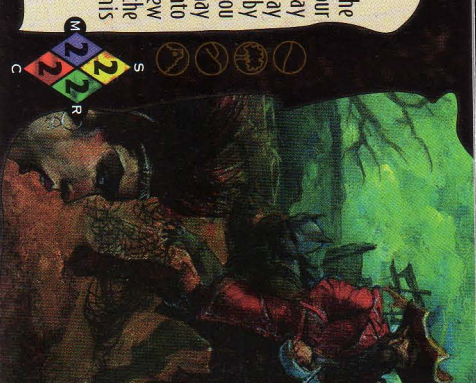


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PIRATES



If you fail a Test against the pirates, they kidnap you. On your opponent's next Day, he may move you and the Pirate Waylay to any other League connected by water to the one on which you were to the one on which you encountered the Waylay. You may then retreat from the pirates into any League adjacent to your new one or choose to test against the pirates again. Discard this Waylay when it's defeated.



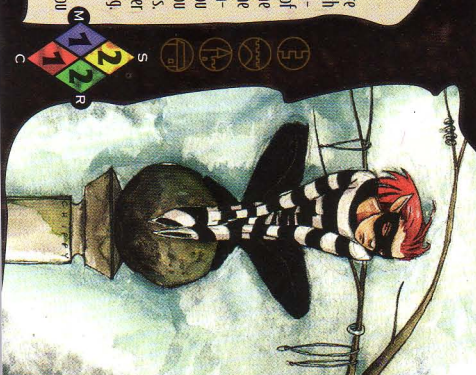
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THIEVES!



Some of the troubled people of Aedelmore have turned to thievery to see them through these difficult times. If you lose this Test, instead of embarking a Merit, lose a Treasure of your choice. The card is placed with the thieves. In each of your opponent's Days, she may move the thieves together with the first League. If you catch the thieves, you may encounter them in a Combat Test. If you defeat them, you regain all of your Treasures. Any Treasure belonging to another character must be left on the League you're occupying. Discard this Waylay when it's defeated.

If the thieves stole a Noble's Treasure you will have it back for the next game.

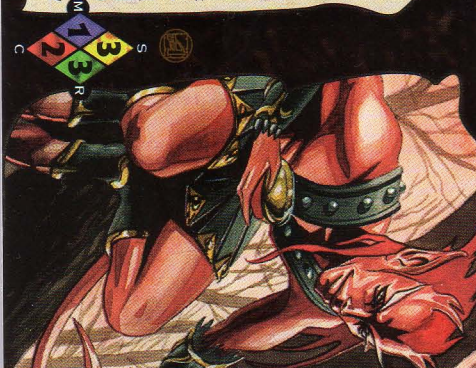


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WANDERING IMP



A wandering Imp has taken a liking to you. If you're defeated in the Resolve Test, he follows you around talking incessantly and constantly harassing you with pranks. While the Imp travels with you, you must subtract 1 from your score on all Resolve Tests and Trials. To get rid of the Imp, you must spend a Day in any League and win a Combat Test against him. The Wandering Imp Waylay card travels with your character. League to League until you get rid of the obnoxious bugger. Discard this Waylay when it's defeated.



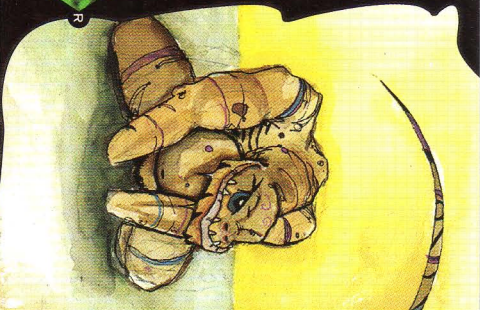
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BOG

4

Within the Marsh of Gurey Filth, an elemental of mud is said to exist named simply Bog. He rises from the muck of the marsh and grapples trespassers into the suffocating folds of his mud-body.

One limp purportedly survived one of the Bogs' attacks by telling the elemental a clever joke. The limp claims the creature decided out a laugh and reeled into the mire. Discard this Waylay when it's defeated.



DUKE BANE

4

An Unselle lord whose might is exceeded only by his ambition, Duke Bane despises any heroes serving the Court of Eldon and the memory of pitiful Lord Gamine. Discard this Waylay when it's defeated.



GNOMES' BREW

4

A handy band of gnomes invites you to sit a spell and partake of their legendary brew. The gnomish mead is renowned for its pleasant odor and taste as well as for the hargreaves it can cause – some of which have been known to last a year or more.

Test against the strong mead. If you fail, exhaust a Merit as normal, and suffer -1 to your score on all tests or trials because of the hargreaves. You may attempt a Night Trial of a single rule of each of your days to overcome the hargreaves. Discard this Waylay after it's encountered.

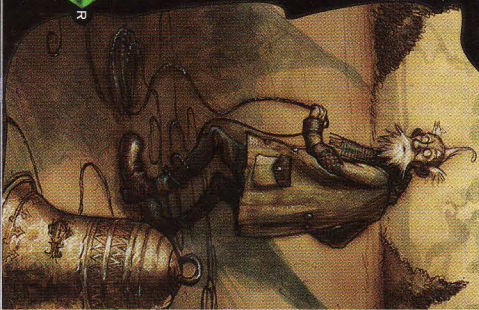


BELL THE CAT

4

The local townspeople are at the mercy of a Bast. They've taken Aeop's idea of putting a bell collar on the cat to warn them of its approach. They want you to find a way to put the bell on the cat.

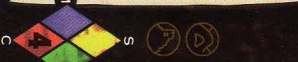
If you fail the Resolve Test you do not exhaust a Merit as normal. Instead immediately test Combat against the Bast. Discard this Waylay when it's defeated.



CHIMERA

4

The chimera is a fearsome predator. If the chimera tests Combat 2 Days in a row, the beast begins breathing fire. The chimera's Combat is raised to 6 for the second Day's test and stays at 6 until a Day passes where no one tests Combat with the creature. Discard this Waylay when it's defeated.



GLAMOUR DANCE

4

Sprites are attracted to glamour in your area. They have come to siphon the Glamour energy. If you're not careful, they'll siphon your Glamour as well, but if you can join them, you may take part in their dance to gain Glamour.

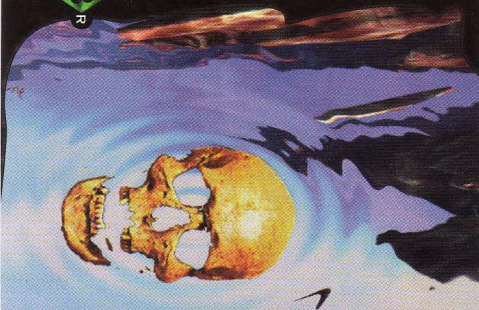
If you fail a Savvy Test with the sprites, exhaust all of your Arts and discard any Arts that were already exhausted. If you win a Savvy Test against the sprites, you may recover any Arts you have exhausted. Discard this Waylay when it's defeated.



WATER ELEMENTAL

3

Elementals are a temperamental lot. For reasons unknown to sailors, water elementals have been known to attack boats and siphon their occupants down into the cold embrace of the deep waves. Swords and other hand weapons do not harm water elementals and such treasure weapons cannot aid you against them. A Local Legend in the hands of a Mer will still affect a Water Elemental. Discard this Waylay when it's defeated.



BLOATH: OGRE BULLY

4

Bloath has taken to tormenting the citizens of Western Ardennore. Now he wants to have fun cracking your bones between his teeth. Discard this Waylay when it's defeated.

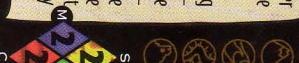


FLOCK OF HARRIES

4

If you fail your Resolve Test, you have fallen victim to the harpies' song. You cannot retreat, but must face another Resolve Test each Day to break free of their charm.

Once the victim of the harpies' song has exhausted all Merits, the following Day, the harpies attack the starved and deluded victim. The Waylay becomes a Combat Waylay. The victim can retreat from the League after the first Day of combat against the harpies. Discard this Waylay when it's defeated.



RENEGADE DRAGONKIN

4

The Dragonkin have always had an uneasy peace with the other kith of Adenmore. There are renegade bands of Dragonkin who yet recognize no law but their own and no sovereign but themselves.

Before testing against the Dragonkin, your opponent rolls a die. If the result is a 1 or 2, the Dragonkin breathes fire on you, and its Combat score becomes 6 for this test. Discard this Waylay when it's defeated.



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ROC ATTACK

4

Any traveler in open terrain must always beware the hunting Roc, though it will rarely seek out kiths as small as most kith, a mother Roc looking to feed its young will settle for any prey. Win a Might test against Might 3. If you fail, you are caught in the Roc's talons. The Roc carries you back to its nest. You must exhaust a Merit as usual, and your opponent may move you and the Roc Attack Waylay card to any Mountain League in play. Discard the Roc Attack Waylay card as the giant bird flies away and leaves you in its nest to snack on later. If there are no Mountain Leagues in play, the Roc deposits its prey on a league of your opponent's choice.



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WITCH'S CURSE

4

You encounter a disgusting crone rumored to have the evil eye. She takes quite a liking to your fresh young face and even discusses wedding plans. Can you extirpate yourself from her company without insulting her?

If you fail the Savvy test, the crone gets mad and curses you. Your opponent can select up to 3 points of flaws to bring into the game to use against you. At the end of the game the flaws are discarded. Discard this Waylay after it's encountered.



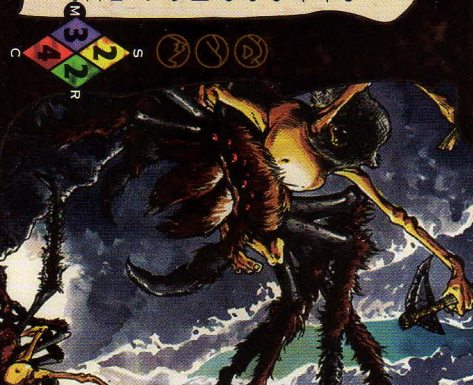
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MOUNTED SPIDEREXE GOBLIN

4

The Spiderex Clan goblins of the Darkreach Mountains are either kin to or have some mastery over the giant spiders that crawl in the shadows of those peaks. The goblins are known to use these spiders as steeds of war, hurling poison-coated throwing axes from atop their fearsome mounts.

If you fail a Combat test with the goblin, you must exhaust 2 Merits. Discard this Waylay when it's defeated.



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ROGUE TROLL

4

A berserk troll suddenly appears and lunges toward you.

If you are Unskilled, you may not turn this Waylay into a Resolve or Savvy test. Discard this Waylay when it's defeated.



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COG DRAGON

5

These mechanical golems serve as the heavy cavalry for Middlemarch's armies. The thunderous approach of a Dragon squad, their lances blazing fire before them, has routed more than 1 brave Aradian army. Discard this Waylay when it's defeated.



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HOUND OF HADES

4

Larger than many watchdogs, these hounds are said to enter Acadia through the nightmares of mortals.

The Hound of Hades will leave anyone alone who can stare unflinchingly into its molten eyes and not be paralyzed with fear by its fury. When facing a Hound of Hades you may choose to attempt a Resolve test difficulty 8 to stare it down. If you pass the trial, the hound leaves. If you fail, you must immediately engage in combat with the hound, suffering a -7 on your score for the Combat test. Discard this Waylay when it's defeated.



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SANDMAN

4

One of the pestless dead, a wraith, has blundered its way into Acadia, the land of the Dreaming. The wraith is a Sandman, and it attempts to haunt your dreams, depriving you of any rest and taxing your spirit. Discard this Waylay when it's defeated.



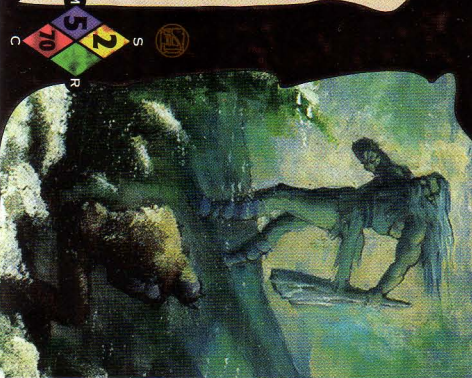
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FROST GIANT

5

Fjordur, one of the three Frost Giant sons of the Queen of Icelevjinn, is passing through Adenmore on some errand for his mother; this 400-paces-tall giant brings freezing, elemental winds with him wherever he roams. Fjordur enters your League and a snowstorm erupts around you. Test against the Might rating below to withstand the blizzard. Discard this Waylay when it's defeated.

If you have the proper Merits, you may turn this Waylay into a Combat or Savvy test. If you choose, Fjordur's Combat is 10 and his Savvy is 2.

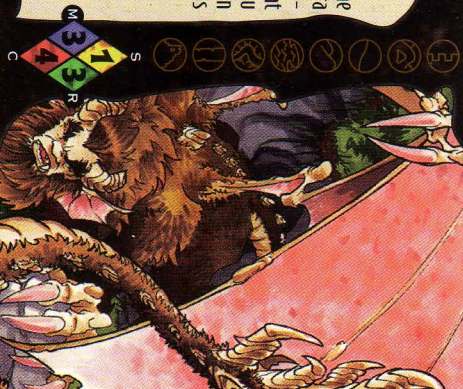


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MANTICORA

5

The flesh-rendering jaws and the scorpion tail of the Manticora make it a feared enemy throughout the land. If you lose a Combat Test against the Manticora, you must exhaust 2 Merits as poison wrecks your body. Discard this Waylay when it's defeated.



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TIBERIUS

6

You have angered the wizard Tiberius. He conjures creatures to aid him. Your opponent selects up to 3 points of additional Combat. Waylays which Tiberius summons onto your current League. You must test Combat with each Waylay summoned and then with Tiberius himself.

The conjurations are illusory, and will automatically disappear the day after Tiberius is defeated. You may choose to mentally resist the illusions (if attempt only) by testing Tiberius in Resolve, before you test combat. If you succeed, the additional Waylays disappear. If you fail, they stay until destroyed, even if Tiberius is beaten. Discard this Waylay when it's defeated.



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MAGICAL BARRIER

5

You must win 3 Tests (not necessarily in a row) to penetrate the Barrier. You may keep testing each day until you lose a Test. Discard this Waylay when it's defeated.



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ARBORIAN OAK-KIN

6

The most powerful of the Arborian treefolk, the Oak-Kin rarely rise from their somnorous trances. Woe to any who unwittingly trespass and call them from their slumber. Discard this Waylay when it's defeated.



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SPLENDOURSACLE

7

It is rumored that Splendoursacle's actual name is Kothgrub, but no one has been brave enough to ask the dragon if it's true.

If you lose a Combat Test against Splendoursacle, exhaust 2 Merits. Splendoursacle is removed from play back to your opponent's Waylay hand if he sits on a League for three consecutive plays without being encountered. Your opponent may now play Splendoursacle again, however Splendoursacle may not be played on the same League twice. Discard this Waylay when it's defeated.



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HUNGRY ETTIN

5

The Ettin's got two hungry mouths to feed. You must test against the Ettin or discard an Ally to defeat this Waylay. Allies discarded on this Waylay are permanently lost to your character. Discard this Waylay when it's defeated.



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SERAPH

5

These mighty angels of vengeance are rarely seen in Arcadia. No one knows for certain the origin of seraphs, but most believe they are summoned to Arcadia to serve the wizards of the realm. Discard this Waylay when it's defeated.



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ARCADIA
WAYLAY

ARCADIA
WAYLAY