

CHARMING

4

ABILITY




- ◆ +1 Savvy.
- ◆ Exhaust to add 2 to your score in a Savvy Test. This must be done right before the Test.

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BEGUILING

4

ABILITY




- ◆ +1 Savvy.
- ◆ Exhaust to change a Resolve Test into a Savvy Test.

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ALERT

4

ABILITY



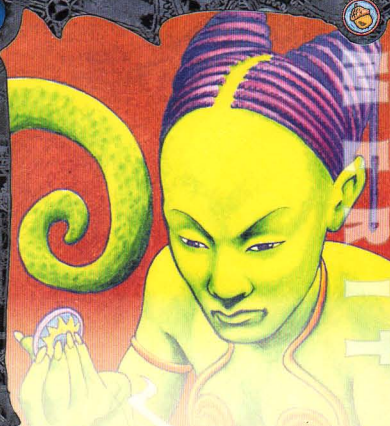
- ◆ +1 Resolve.
- ◆ Exhaust to add 2 to your score in a Resolve Test. This must be done right before the Test.

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DISCERNING

4

ABILITY




- ◆ +1 vs. all Resolve Trials.
- ◆ Exhaust to retest a Resolve Test.

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CREATIVE

4

ABILITY




- ◆ +2 Resolve.

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COMMANDING

4

ABILITY




- ◆ +2 Savvy.
- ◆ Exhaust if defeated in a Savvy Test. This is in addition to the normally exhausted Merit.

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PERSUASIVE

4

ABILITY



- ◆ +1 vs. Savvy Trials.
- ◆ Exhaust to retest a Savvy Test.

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INTIMIDATING

4

ABILITY



- ◆ +1 Savvy.
- ◆ Exhaust to change a Combat Test into a Savvy Test.

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FEROCIOUS

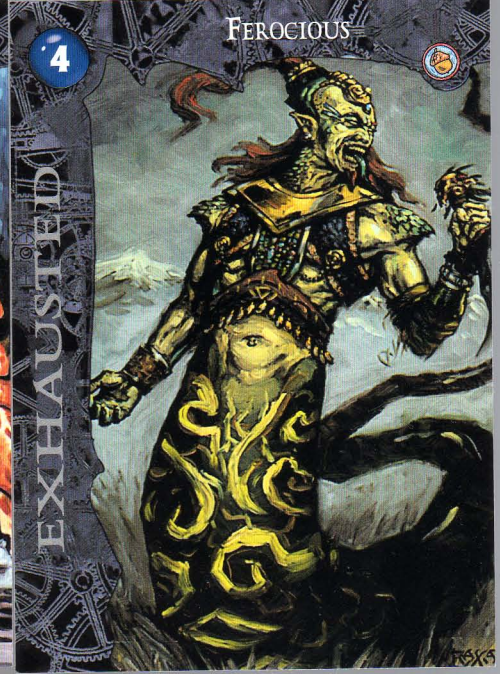
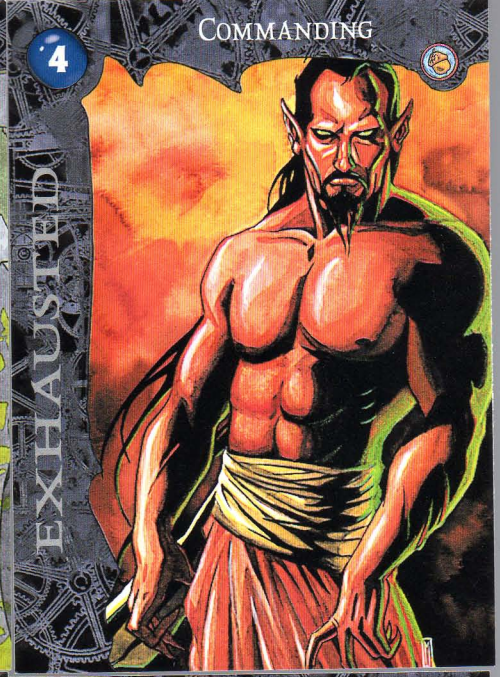
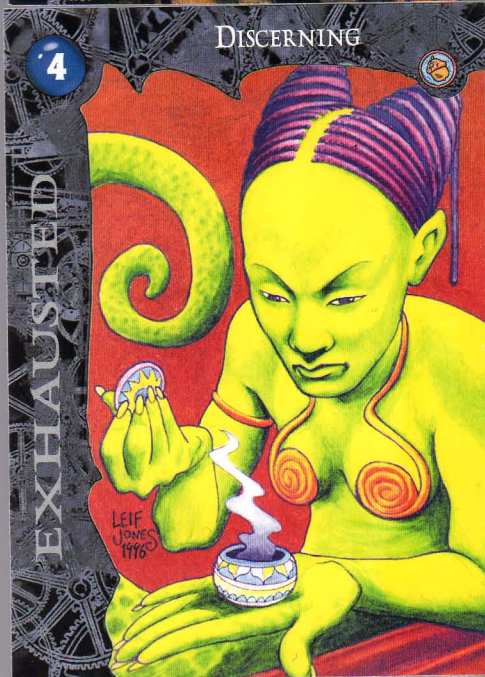
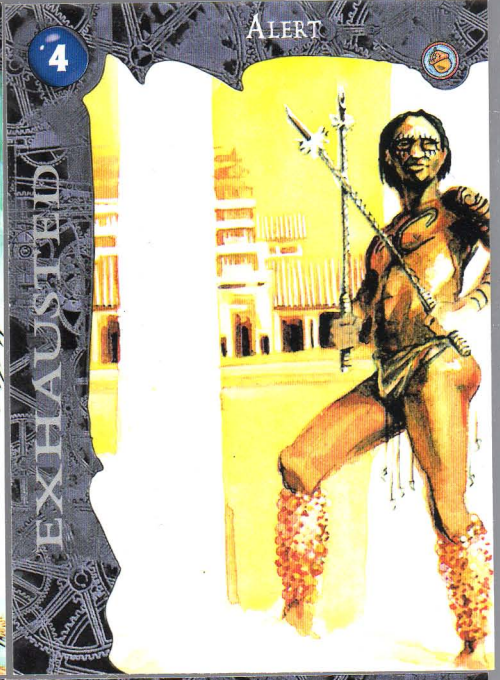
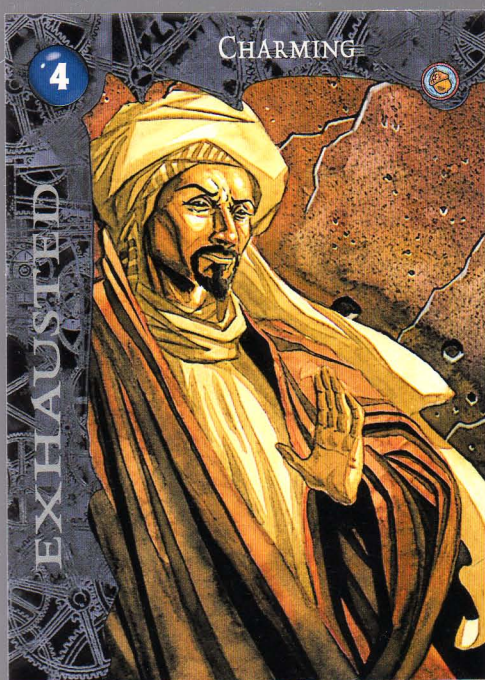
4

ABILITY



- ◆ +1 Might.
- ◆ Exhaust this card to add 2 to your score in any Combat Test.

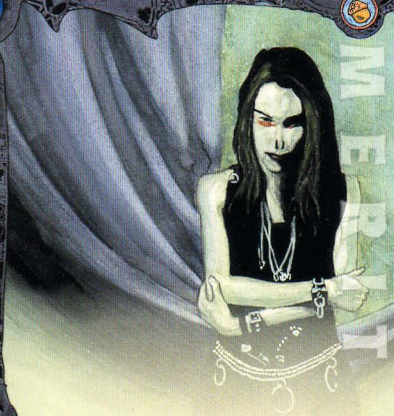
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RATIONAL

4

ABILITY



- ◆ +1 Resolve.
- ◆ Exhaust to change a Savvy Test into a Resolve Test.

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ROBUST

4

ABILITY



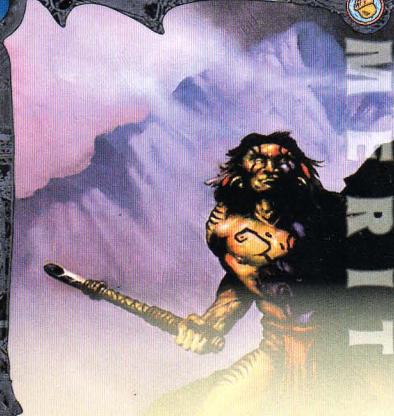
- ◆ -1 Might.
- ◆ Exhaust this card to add 2 to your score in any Might Test.

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RUGGED

4

ABILITY



- ◆ +1 vs. Might Trials.
- ◆ Exhaust Rugged to retest a Might or Combat Test.

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STRONGER THAN YOU LOOK

4

ABILITY



- ◆ Exhaust this Merit and roll a die: 1: +0, 2-3: +1, 4-5: +2, 6: +3. Add this number to your score in a Might Test or Trial. This must be done right before you roll.

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TENACIOUS

4

ABILITY



- ◆ +2 vs. Might Trials.
- ◆ Exhaust to retest a Combat Test.

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VIGOROUS

4

ABILITY



- ◆ +2 vs. Might Trials.
- ◆ Exhaust to retest a Might Test.

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WILY

4

ABILITY



- ◆ +1 Resolve.
- ◆ Exhaust to change a Might Test into a Resolve Test.

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BERSERKER

5

ABILITY



- ◆ Exhaust this Merit and roll a die: 1: +0, 2-3: +1, 4-5: +2, 6: +3. Add this number to your score in a Combat Test. This is in addition to the normally exhausted Merit.

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BRAWNY

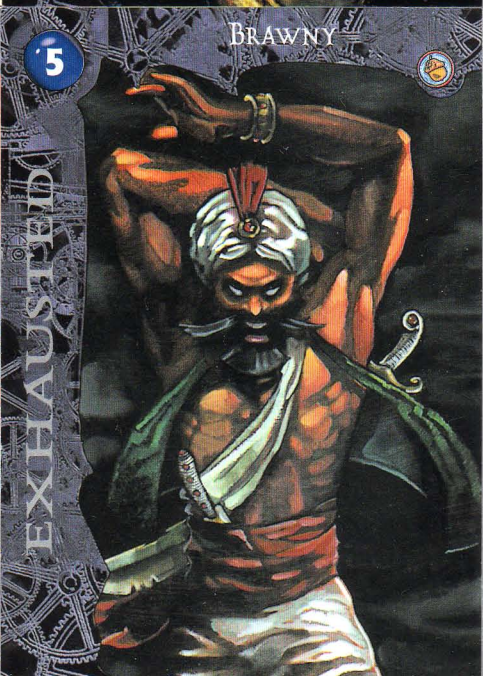
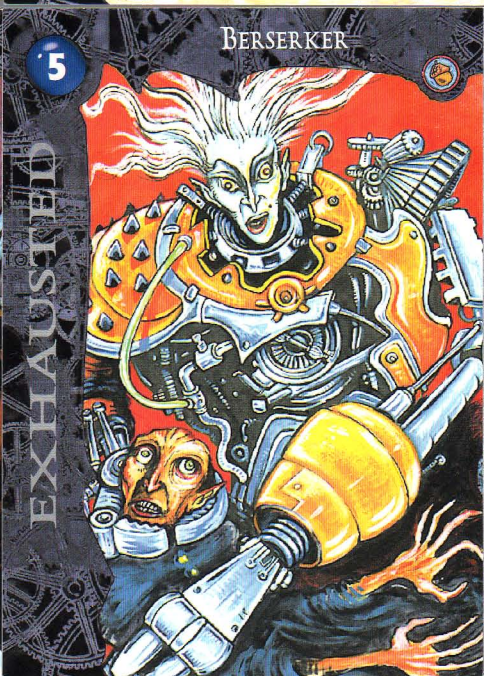
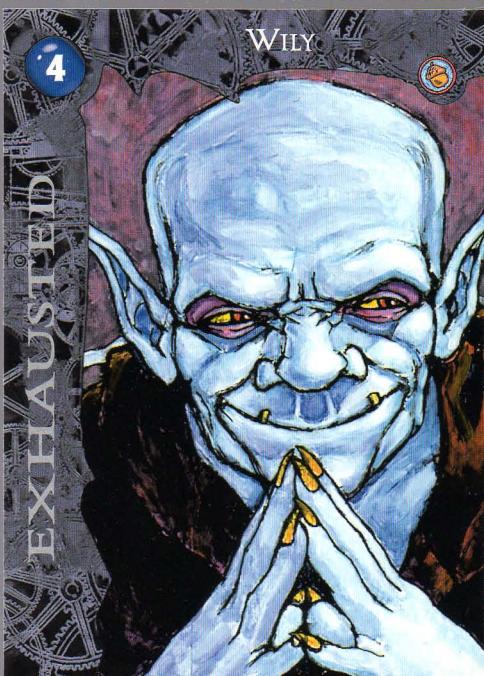
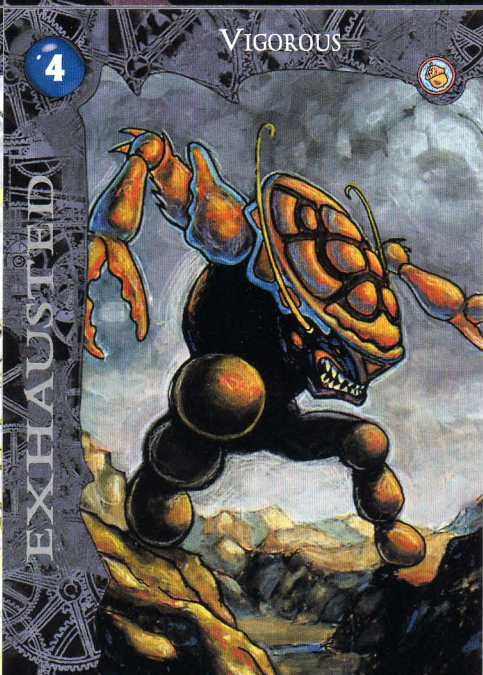
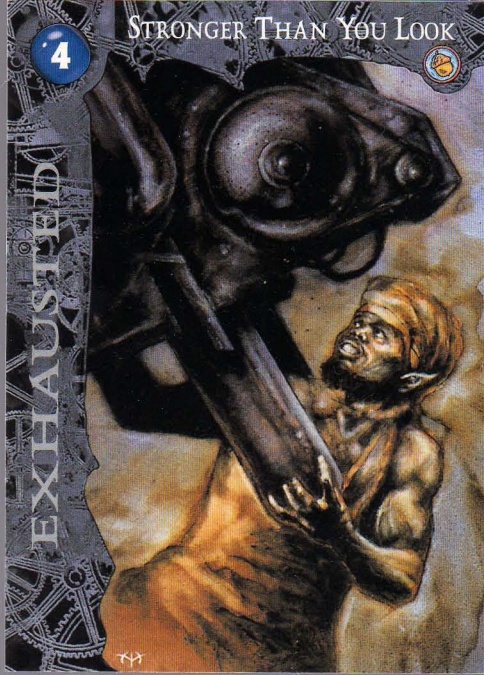
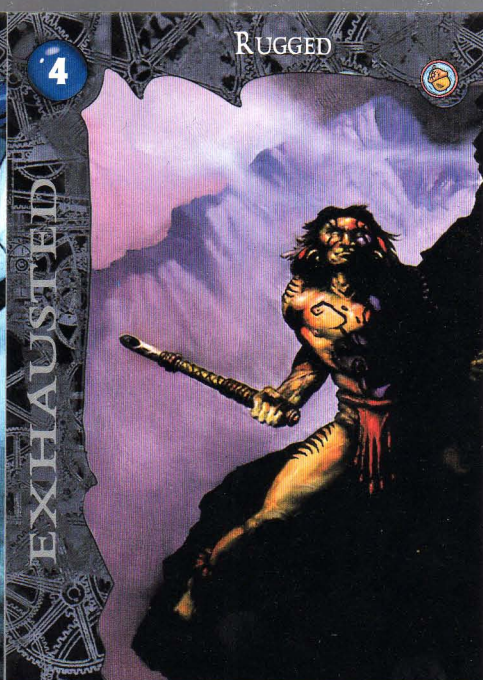
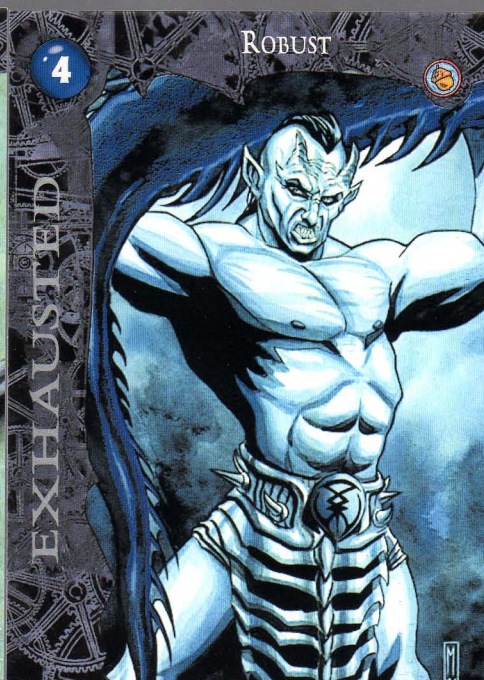
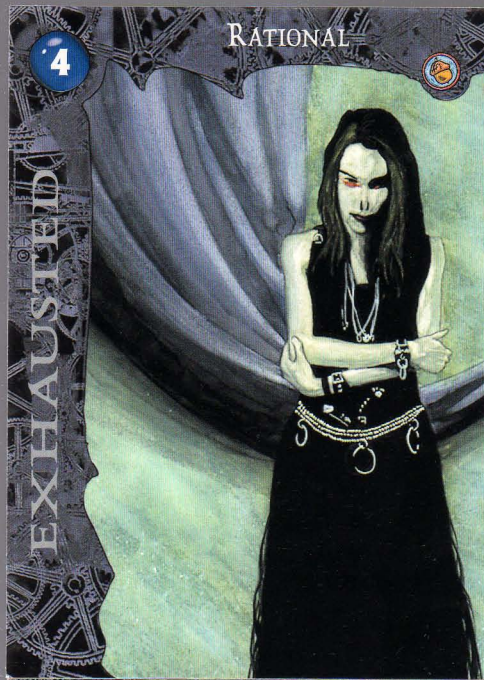
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ABILITY



- ◆ +2 Might.
- ◆ Exhaust Brawny if you're defeated in a Might or Combat Test. This is in addition to the normally exhausted Merit.

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5

INTUITIVE

ABILITY

◆ +2 Resolve.
◆ Exhaust to add 2 to your score on a Combat Test. This must be done right before the Test.

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INSIDIOUS

ABILITY

◆ +2 Resolve.
◆ Exhaust to examine a random Waylay from your opponent's hand.

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DIGNIFIED

ABILITY

◆ +2 Savvy.
◆ Exhaust if defeated in a Combat Test. This is in addition to the normally exhausted Merit.

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SVELTE

ABILITY

◆ +2 Savvy, +1 Might.

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SEDUCTIVE

ABILITY

◆ Exhaust to add 3 to your score for 1 Savvy Test only.

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REFLECTIVE

ABILITY

◆ Exhaust to add 1 to your score in any Test. This can be done after your roll.

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6

ENDURANCE RESERVES

ABILITY

◆ +1 Might.
◆ Exhaust to add 3 to your Might for 1 Test only.

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6

EMPATHETIC

ABILITY

◆ +2 vs. all Savvy Trials.
◆ Exhaust to add 2 to your Savvy for the current Day.

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6

CUTTING HUMOR

ABILITY

◆ Exhaust this Merit and roll a die: 1: -1, 2: +0, 3-4: +1, 5: +2, 6: +3. Add this number to your score in any Test. This must be done right before the Test.

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INTUITIVE

INSIDIOUS

DIGNIFIED

SVELTE

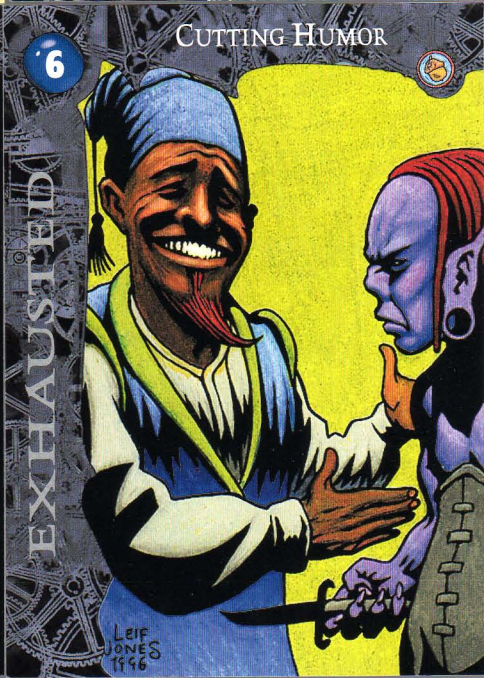
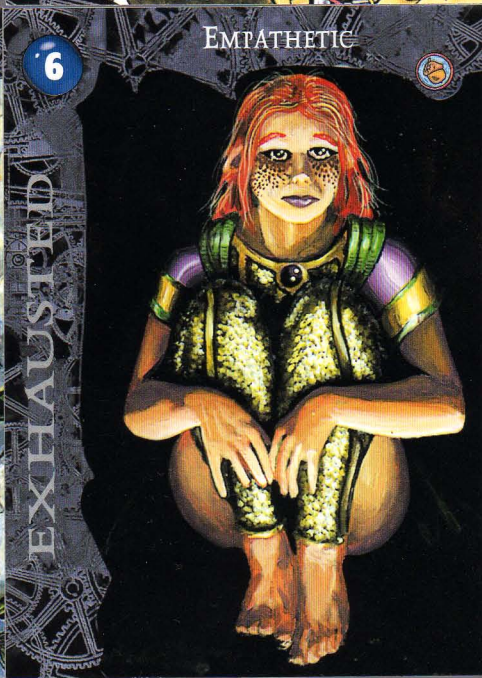
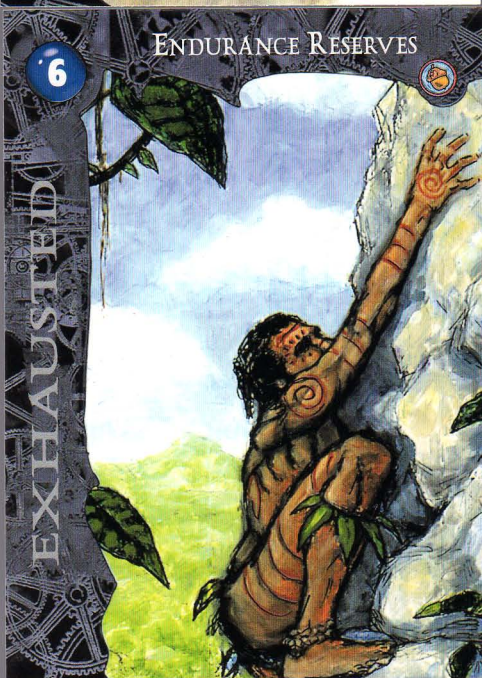
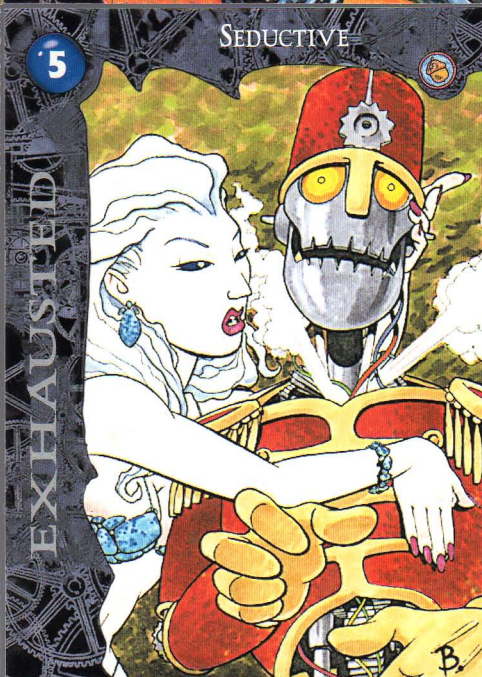
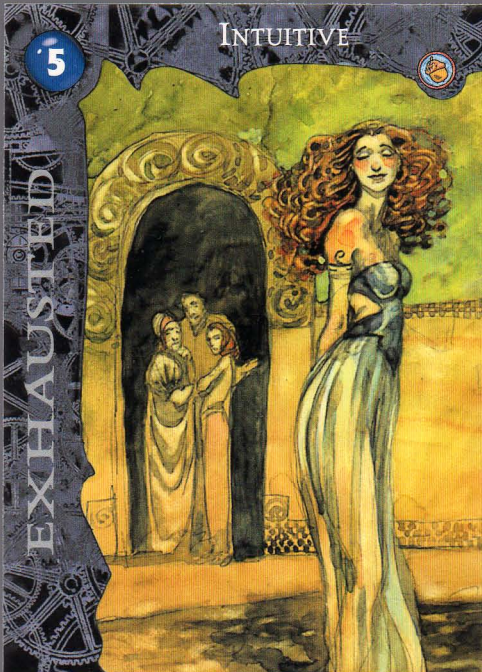
SEDUCTIVE

REFLECTIVE

ENDURANCE RESERVES

EMPATHETIC

CUTTING HUMOR



KNOWLEDGEABLE

NATURALLY AGGRESSIVE

SHREWD

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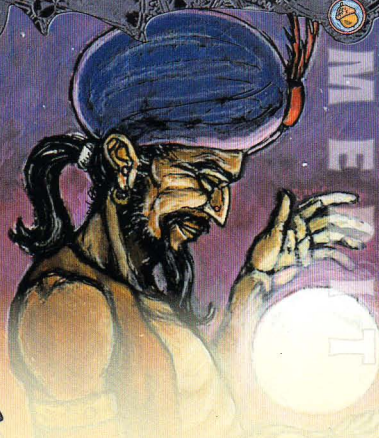
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6

ABILITY

ABILITY

ABILITY



- ◆ +2 vs. Resolve Tests.
- ◆ Exhaust to add 4 to your Resolve for 1 Test only. This must be done right before the Test.

- ◆ +2 Might.
- ◆ Exhaust to change any Resolve or Savvy Test into a Might Test.

- ◆ Exhaust this Merit to add 2 to your Resolve for the current Day.
- ◆ Exhaust this Merit to retest any one Test.

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DISCIPLINED

EXPLORER

FLEET OF FOOT

4

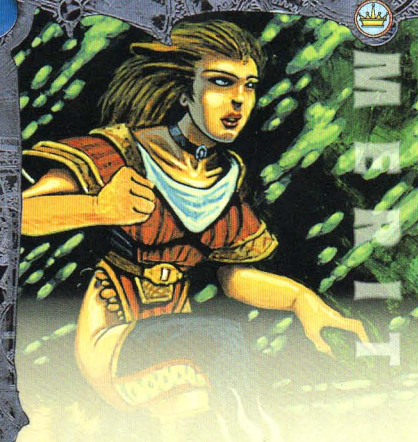
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ADVANTAGE

ADVANTAGE

ADVANTAGE



- ◆ You have studied long and hard and will forge on in the face of all adversity. If you are ever beaten by 3 or more in any Test, you may exhaust this card to immediately retest.

- ◆ Exhaust this card to add 1 to your score against a Terrain Trial.
- ◆ Exhaust this card to examine any 3 League cards.

- ◆ You make jaguars look slow. Exhaust to move 2 Leagues instead of your normal 1. You may not skip a League already containing a Waylay, but your opponent may not play a Waylay against you until you reach the second League.

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INGENIOUS

MECHANICAL KNACK

MISDIRECTION

4

4

4

ADVANTAGE

ADVANTAGE

ADVANTAGE



- ◆ By taking these two sticks, this vine, a wad of gum and 3 rocks, you can make virtually anything. Exhaust to add 1 to your score in any Test. This can be done after the test is made.

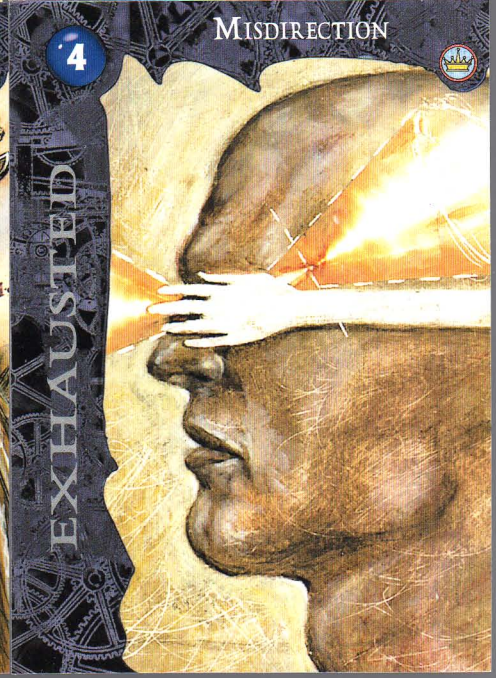
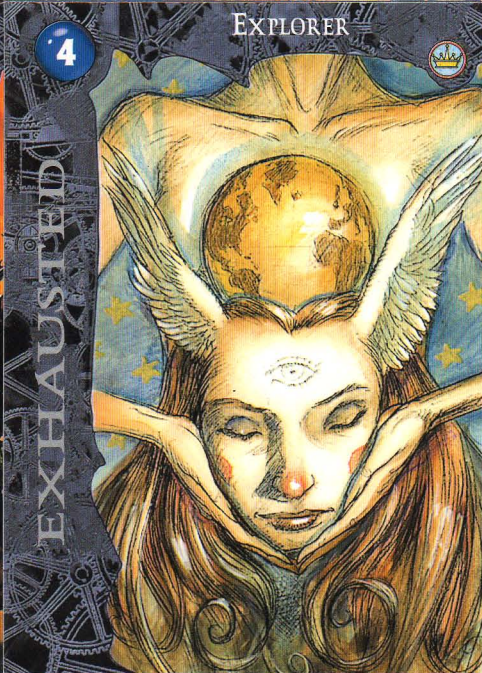
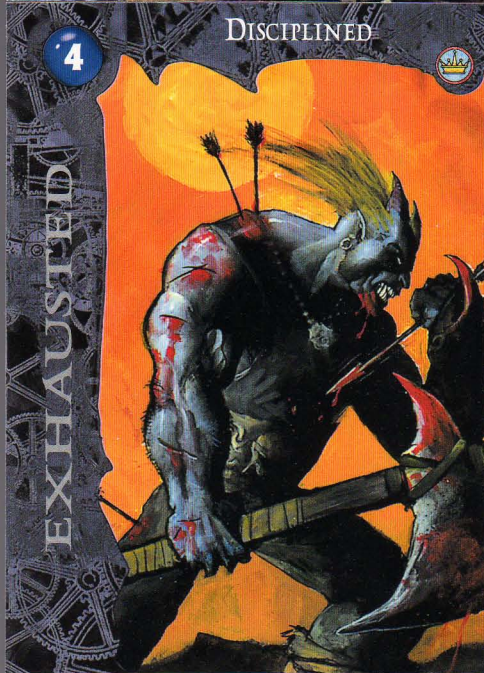
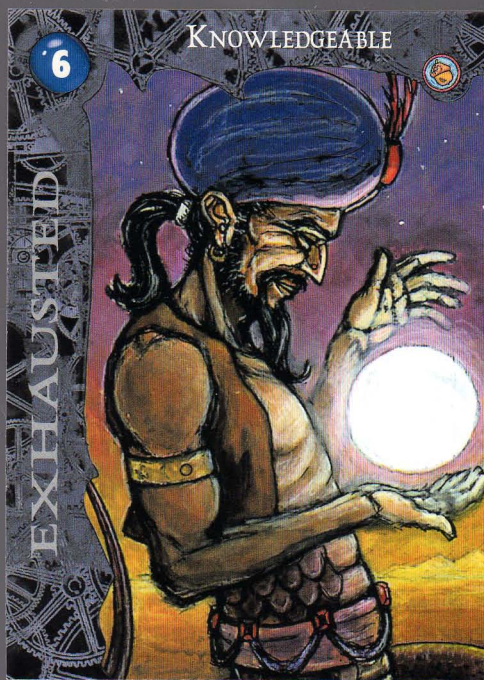
- ◆ You understand how Cog mechanics work. Exhaust to add 2 to your score against any Cog Waylay.

- ◆ I think I saw a guy riding off on your horse. He went thataway! Exhaust this card and move your opponent 1 adjacent League in any direction you choose.

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5 **IRONHEART'S TRUST**

ADVANTAGE




- ◆ You've actually had positive dealings with Ironheart in the past, and he still respects you. Little does he know that you're on a mission for Lord Gamine! Cog Waylays reduce their scores by 3 when you test against them.
- ◆ You may exhaust this card to take a Cog Waylay card in your League and make it an Ally. This Cog 'Ally' may undergo 1 Test in your place, as long as that Test matches the Cog's Test (i.e., a Combat Waylay faces a Combat Waylay, a Savvy Waylay faces a Savvy Waylay, etc.). After this Test, the Ally is discarded.

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4 **STREETWISE**

ADVANTAGE

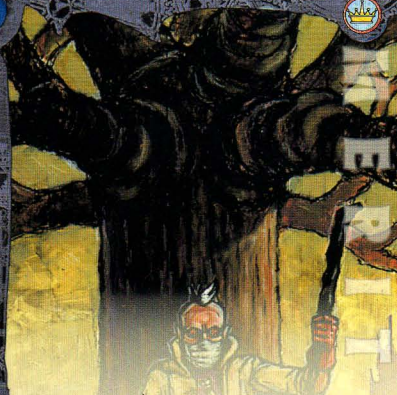


- ◆ Exhaust this Merit to add 2 to your score against any Tests and Trials on any City League.

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4 **NOMAD**

ADVANTAGE

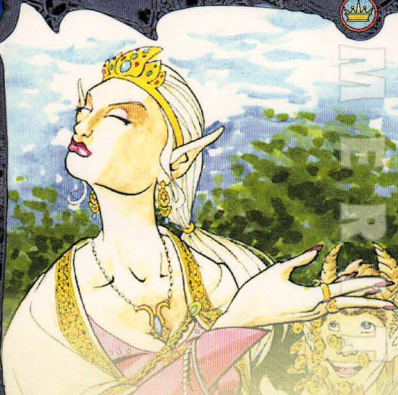


- ◆ You are always on the move. Add 1 to your score against all League Enter and Leave Trials.

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5 **STINKING RICH**

ADVANTAGE

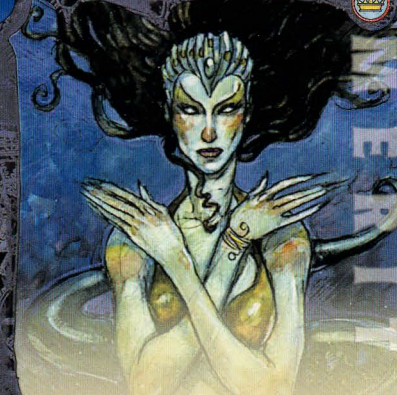


- ◆ The Treasure Rating of your Quest is +2.
- ◆ Because you are so rich, you may exhaust this to buy off any Waylays or Leagues that ask for a Bag of Gold even if you don't have one.

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5 **MEDITATIVE PRACTICE**

ADVANTAGE




- ◆ Inner reflection is the key to understanding the tangled web of life. For do not the winds still blow even in the highest of mountains? Do not the birds still sing after the rain is gone and the sun has returned to the sky? Exhaust this card to recover all your exhausted Abilities or Arts (one or the other).

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5 **LORD GAMINE'S BACKING**

ADVANTAGE



- ◆ Lord Gamine favors you. The Waylay Rating of any Quests you undertake is reduced by 4.

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6 **CHEATER**

ADVANTAGE




- ◆ You don't have to fight fair to win. Exhaust this card to choose the result of any one die roll you make.
- ◆ Cheater cannot be used by a Seelie character.

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5 **THICK-SKINNED**

ADVANTAGE




- ◆ Your skin has hardened to form a natural armor (you may still take Armor as Treasure). Exhaust Thick-Skinned to change any of your Combat defeats to a Stalemate.

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5 **THE DANCE**

ADVANTAGE



- ◆ You have learned the graceful fighting arts of the Imps. You add 1 to your score in Combat Tests except when using any weapon.
- ◆ Exhaust to add 3 to any single Combat Test. The Dance cannot be used this way if you are using a weapon.

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IRONHEART'S TRUST

5

4

STREETWISE

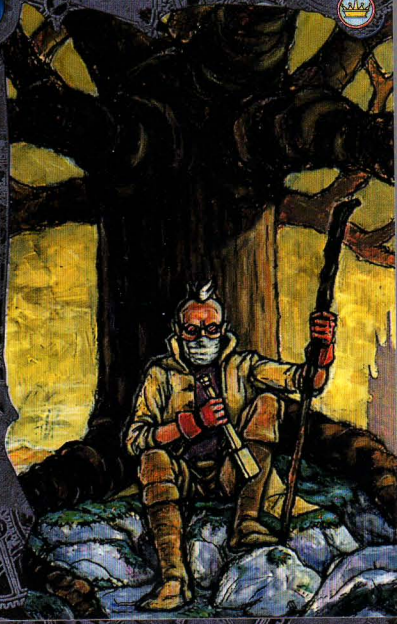
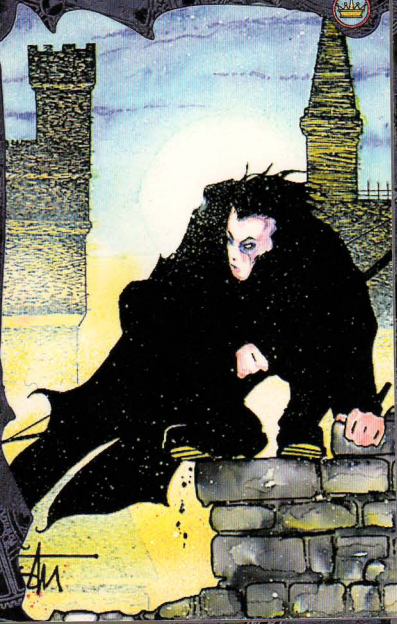
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NOMAD

EXHAUSTED

EXHAUSTED

EXHAUSTED



STINKING RICH

5

5

MEDITATIVE PRACTICE

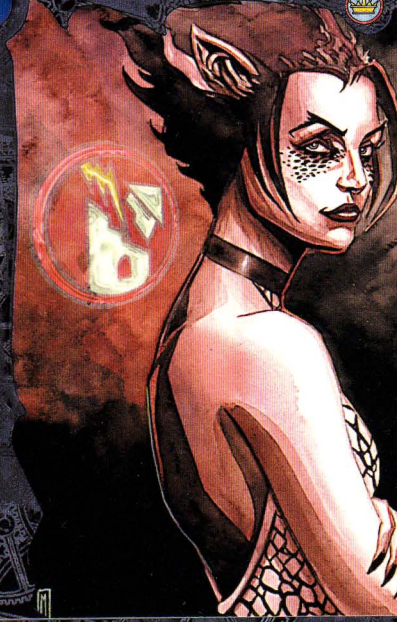
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LORD GAMINE'S BACKING

EXHAUSTED

EXHAUSTED

EXHAUSTED



CHEATER

6

5

THICK-SKINNED

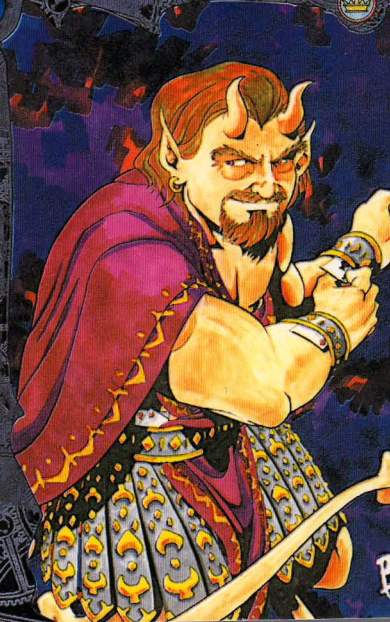
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THE DANCE

EXHAUSTED

EXHAUSTED

EXHAUSTED



DARK YEOMAN'S GUIDANCE

6

ADVANTAGE



◆ The Dark Yeoman knows much that is happening and guides you on your way. Exhaust to force your opponent to take the Waylay played on your back into his hand as the Dark Yeoman works behind the scenes.

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FAVORED BY ALI'I

6

ADVANTAGE



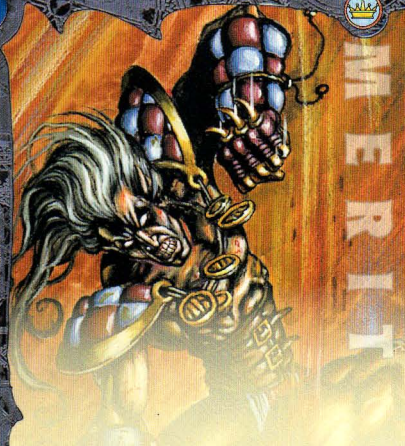
◆ Exhaust Ali'i to unexhaust up to 6 points of Arts.

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REMORSELESS

6

ADVANTAGE



◆ Exhaust this merit to ignore any one Savvy Waylay for the next 2 Days.

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THE GREAT CALIPH'S RESPECT

6

ADVANTAGE



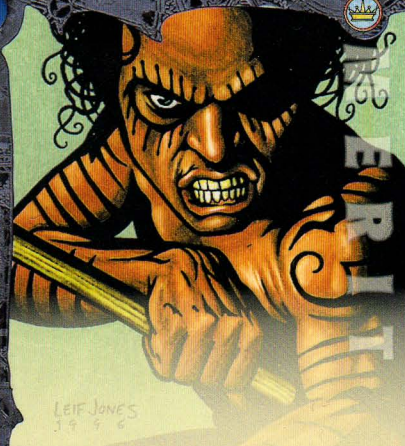
◆ The great Djinn Lord will grant you one wish. Exhaust this card and roll a die. 1-3 you can move your opponent to any League, 4-5 you move up to 3 Leagues away (your choice), 6 you recover all your exhausted Arts, Abilities and Treasures.

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WEAPONS MASTER

6

ADVANTAGE



◆ You are quite skilled with implements of violence. Add 1 to your score in all Combat Tests if you carry a weapon.

◆ Exhaust to add 3 to your score in any Combat Test if you carry a weapon.

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COG STEED

4

ALLY



MOUNT

◆ Cog Steed allows you to ignore the Enter or Leave Trial of any Leagues you encounter this Day. Exhaust the Cog Steed if you use this ability 2 Days in a row.

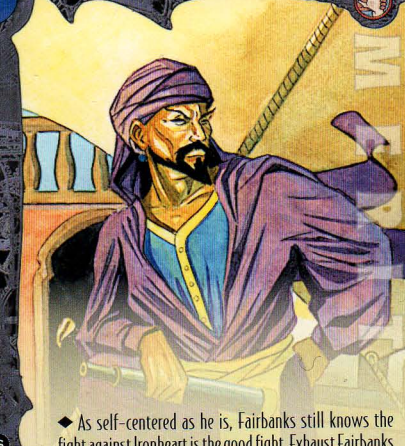
◆ Exhaust to add 1 to your score in 1 Might Test. This must be done before you Test.

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FAIRBANKS, ESHU TIRATE

4

ALLY



◆ As self-centered as he is, Fairbanks still knows the fight against Ironheart is the good fight. Exhaust Fairbanks to enter a Savvy Test with a character in an adjacent League. If Fairbanks succeeds, instead of exhausting the opposing character's Merits, Fairbanks steals one of their Treasures. This Treasure becomes yours to use. If they have no Treasures, they exhaust a Merit of your choice.

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KENU, ESCAPED KOKUA SLAVE

4

ALLY



◆ Kenu can undergo a Might or Resolve Waylay in your place. This exhausts Kenu.

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MURCH, RENEGADE GREMLIN

4

ALLY



◆ Murch is tired of working for Ironheart; he wants to break some stuff. Exhaust Murch to add 2 to your score in any Resolve Test. This can be done after the test is made.

◆ Murch adds 1 to any roll you make in which you are using a cog ally or non-weapon Treasure.

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DARK YEOMAN'S GUIDANCE

6



EXHAUSTED

FAVORED BY ALL'I

6



EXHAUSTED

REMORSELESS

6



EXHAUSTED

THE GREAT CALIPH'S RESPECT

6



EXHAUSTED

WEAPONS MASTER

6



EXHAUSTED

LEIF JONES
19 96

4



EXHAUSTED

LEIF JONES
19 96

4



EXHAUSTED

4



EXHAUSTED

4



EXHAUSTED

ELDER FORM

6

ART



Discard to assume the form of a Dragon for a number of Days determined by a die roll. 1-3: 1 Day, 4-5: 2 Days, 6: 3 Days. The Dragon's attributes are Might 7 and Combat 8; Resolve and Savvy remain the same.

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CHARM

6

ART



Exhaust to redirect a creature Waylay towards another character. The Waylay moves 1 League per Day towards that character. If the Waylay re-encounters the caster of this Art, the caster must face it in a Resolve Test. If the Waylay wins this Test, it will attack the caster again. Waylays with no Resolve score are treated as Resolve 1 for this Test.

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WIND RUNNER

5

ART



Exhaust to fly 4 Leagues. You only encounter Terrain Trials or Waylays on the League you finally enter. After moving 4 Leagues you must pass a Resolve Trial difficulty 7 or become winded and spend your next available Day Resting. If you Fail this Trial, you will encounter any Waylays on that League before you may Rest.

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INFERNO

6

ART



Exhaust to defeat any 1 creature Waylay.

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GEASA

6

ART



Exhaust to enter a Resolve Test against another character. If successful, choose a League on the map that the targeted character must travel to before he may resume his Quest. As his encounter each day, the target may make a Resolve Trial difficulty 7 to dispel the effects of this Art and resume his Quest.

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FLICKER FLASH

6

ART



Discard and make a Resolve Trial difficulty 7 to move instantly to any League you have previously visited during this game. If you fail, your Opponent may move you to a League of her choice. Ignore Enter and Leave Trials when using this Art.

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SHOOTING STAR

6

ART



Exhaust this art and roll a die. Move as follows: Odd move left, Even move right, the following number of Leagues: 1-2 = 2 Leagues, 3-4 = 3 Leagues, 5-6 = 4 Leagues. Ignore the Enter requirement for the new League and any Waylays in the old League. If this would put you off the map, then your character stays in place and the Merit remains exhausted.

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SCHISM

6

ART



Exhaust to completely separate 1 League from the map. This League is put to the side, but is still in play. Roll a die to determine the number of days until the League rejoins the map. 1-3: 1 Day, 4-5: 2 Days, 6: 3 Days. If the character can fly, has a mount that can fly, or uses the Art Flicker Flash, he may Enter or Leave the separated League, or he may travel directly over the resulting gap in the map.

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REWEAVING

6

ART



Discard to cause another character to change up to 4 points of their Merits to new Merits of your choice. You must replace the changed Merits with Merits of equal point value. A character may only have this Art used on them once a game.

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ELDER FORM

6

EXHAUSTED



CHARM

6

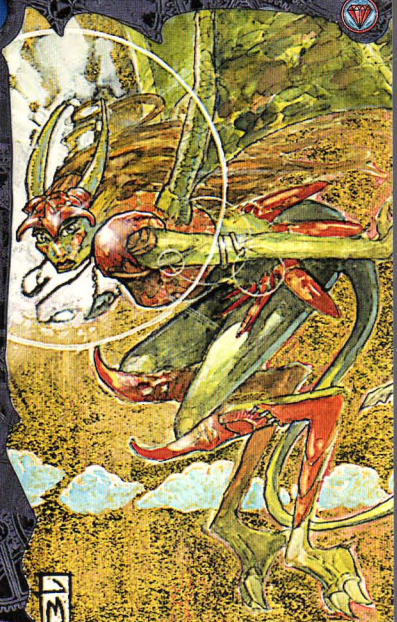
EXHAUSTED



WIND RUNNER

5

EXHAUSTED



INFERNO

6

EXHAUSTED



GEASA

6

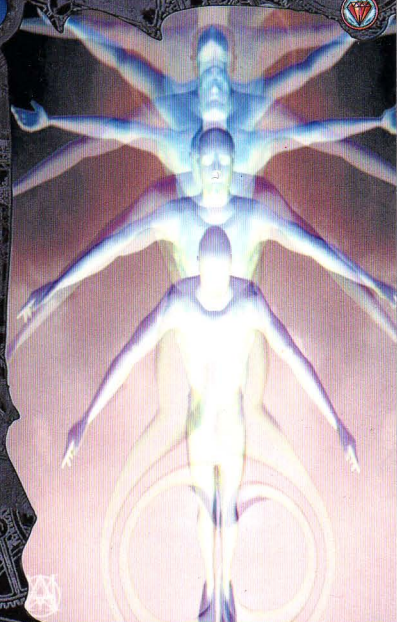
EXHAUSTED



FLICKER FLASH

6

EXHAUSTED



SHOOTING STAR

3

EXHAUSTED



SCHISM

6

EXHAUSTED



6

EXHAUSTED



BAG OF GOLD

1/2

TREASURE



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

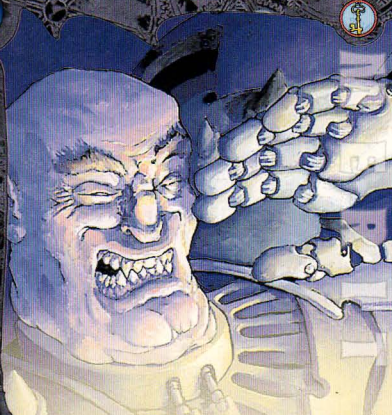
Note: Bags of Gold only cost 1/2 a point. Points are always rounded up for the purposes of balancing Merits with Flaws.

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FLASH POWDER

3

TREASURE



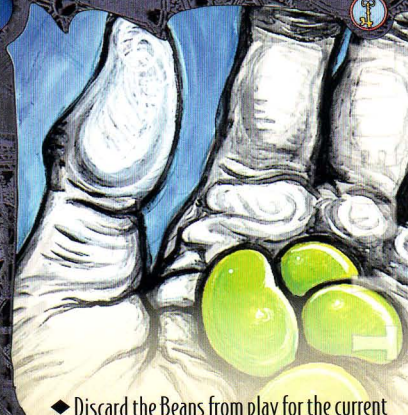
◆ Discard to create an alchemical explosion of light and sound to disorient everything in your current League. You may avoid Testing with any creature Waylays or characters in your League and move onward if able to do so this Day. Alternately, you may move past any Waylays in this League if you move on your very next Day. You may instead choose to Test with any of the Waylays or characters in the League. Blinded opponents lose one die in Tests during the Day they were blinded.

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MAGIC BEANS

3

TREASURE



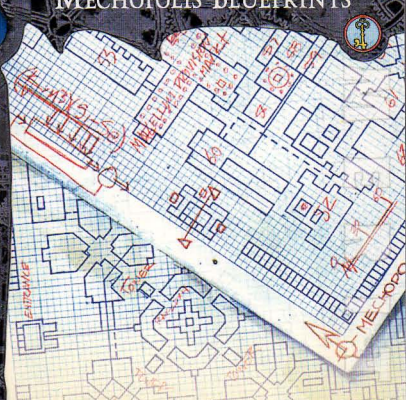
◆ Discard the Beans from play for the current game to plant the Beans in your current League. The "beans" immediately sprout into gigantic fruit-bearing vines. For the rest of the game, anyone resting in the League with the vines and supping on their magical fruit may recover all Abilities and Allies, however all of their Flaws are recovered as well.

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MECHOPOLIS BLUEPRINTS

3

TREASURE



◆ Exhaust to add 2 to your score in any Test or Trial while on a City Streets, City Sewers, or City Skyway League.

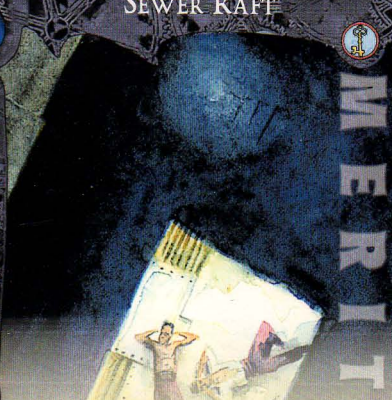
◆ If you are a Knocker, you may always recover 1 Treasure during normal recovery when on a City Streets or City Sewers League in addition to that League's normal recovery. Amazing what you can find in the city.

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SEWER RAFT

3

TREASURE



◆ Ignore any Terrain Trials in City Sewer Leagues or when traveling by River through any Leagues.

◆ You may move up to 3 Leagues per Day by River. Your movement stops if you encounter a Waylay in any of the Leagues you pass through.

◆ While in any League other than City Sewer or a River League, subtract 1 from your Might rating to lug around the cumbersome raft. Alternately, you may exhaust the raft and not suffer the penalty.

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SHIP IN A BOTTLE

3

TREASURE



◆ Exhaust the Bottled Ship to magically enlarge it to full size for one Day. You may use the ship to sail up to 3 adjacent Ocean or River Leagues and ignore any Terrain Trials on those Leagues. No new Waylays may be played against you except in your final League of movement, however your movement for the Day is halted if you encounter any Waylays already in play.

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SKELETON KEY

3

TREASURE



◆ Exhaust the Skeleton Key to change any Waylay against a Cog opponent to a Resolve Waylay.

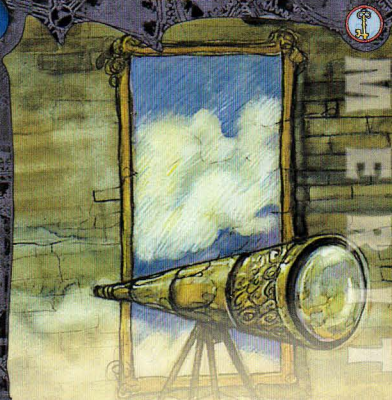
◆ Exhaust the Skeleton Key to automatically pass any Terrain Trial in City, Town or Castle Leagues.

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SPYGLASS

3

TREASURE



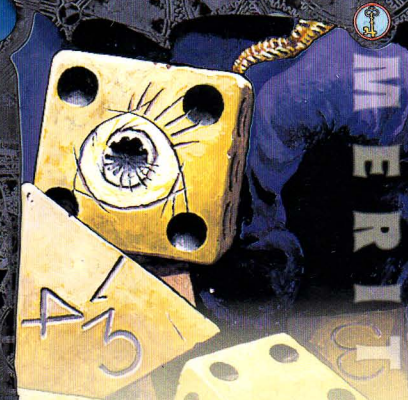
◆ Exhaust to examine any one League card adjacent to your current League. You may add 2 to your score on any entry or exit Terrain Trials if you immediately travel to the League viewed.

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DEM BONES

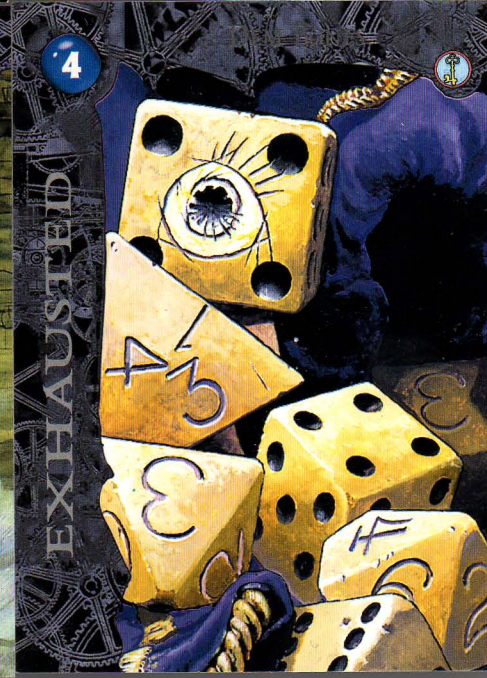
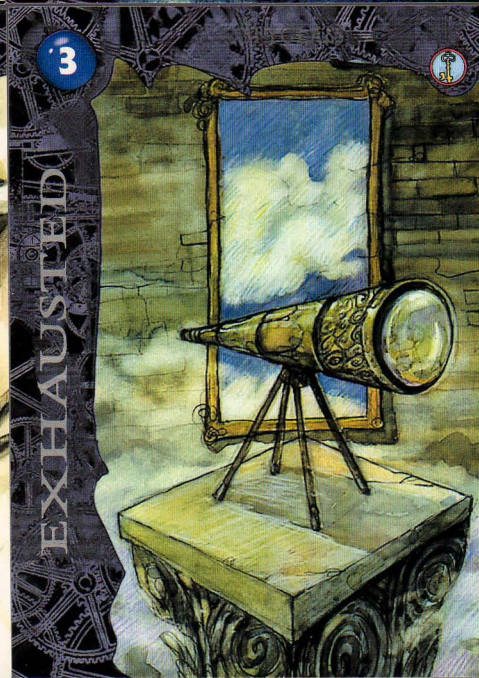
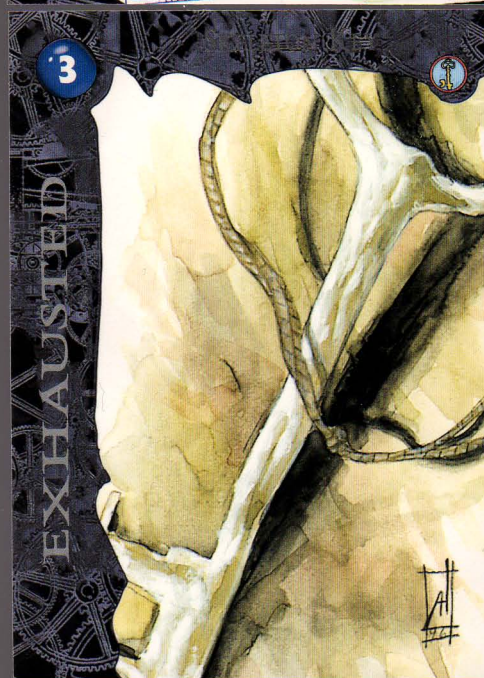
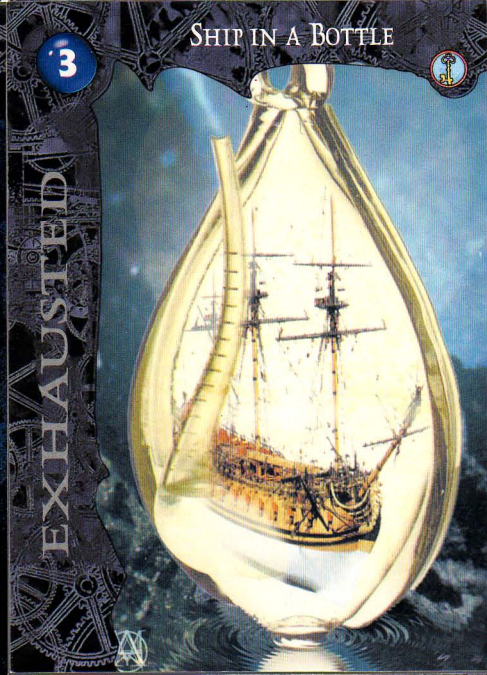
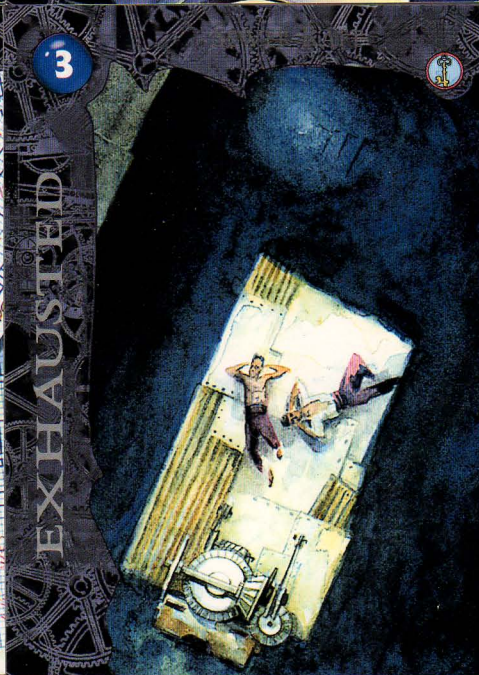
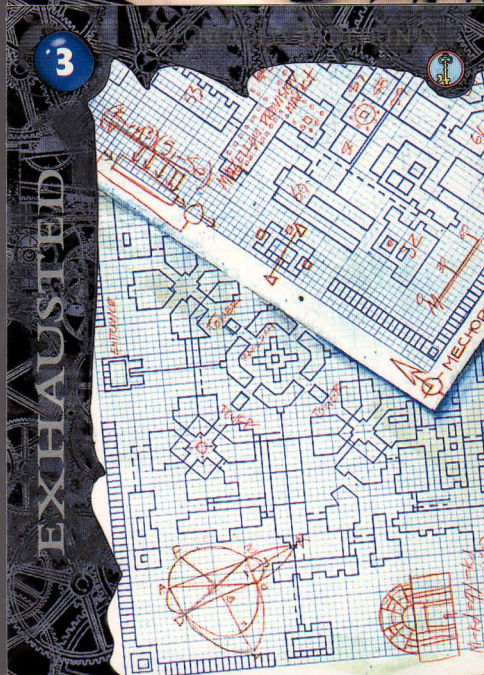
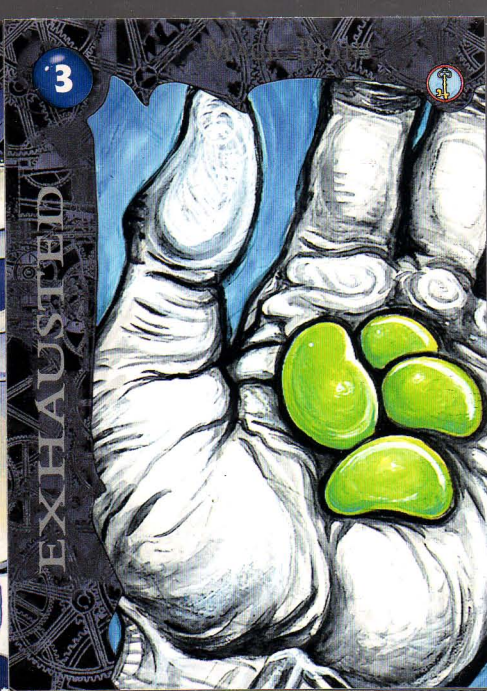
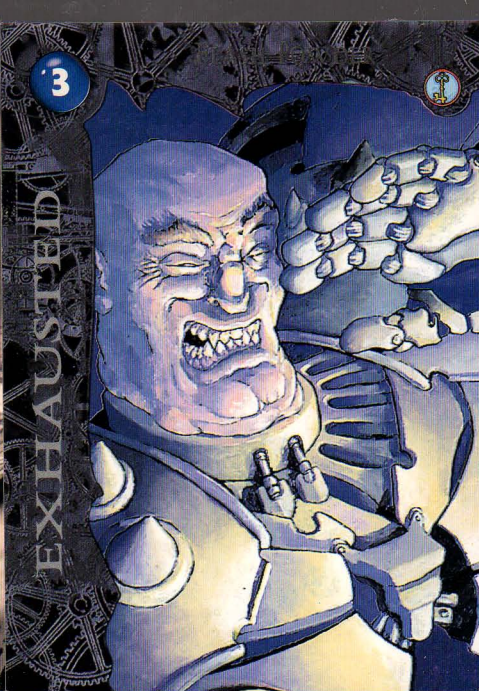
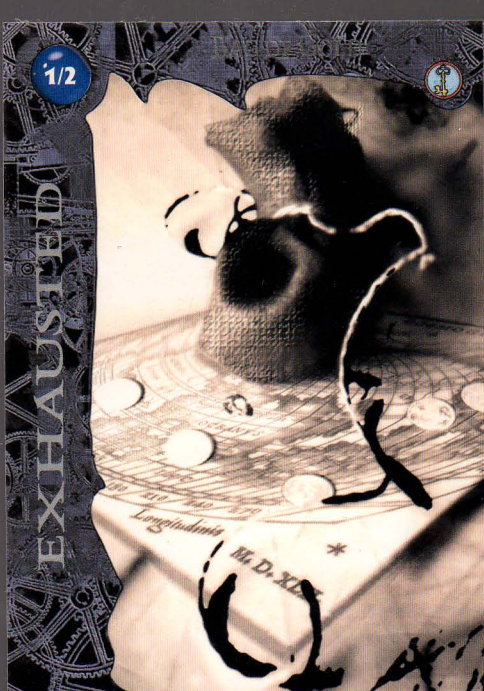
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TREASURE



◆ To use this talisman of chance, you must exhaust Dem Bones after any Test or Trial to reroll any or all of your dice.

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DASK, DRAGONKIN KNIGHT

5

ALLY



◆ Dask has honor and pride honed to an art. Dask can undergo a Combat or Resolve Test in your place. This does not exhaust Dask. If he fails, however, he is exhausted.

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ARMY ANT GUIDES

5

ALLY



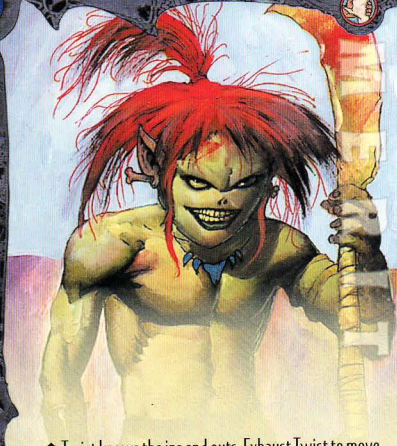
◆ The Ant Guides have intimate knowledge of the land. You may ignore any Terrain Trials except in City, Town, River, or Ocean Leagues.
◆ Exhaust to add 1 to your score in a Combat Test as the Ants swarm the opposition. This must be done before you Test.

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TWIST, REDCAP URCHIN

4

ALLY



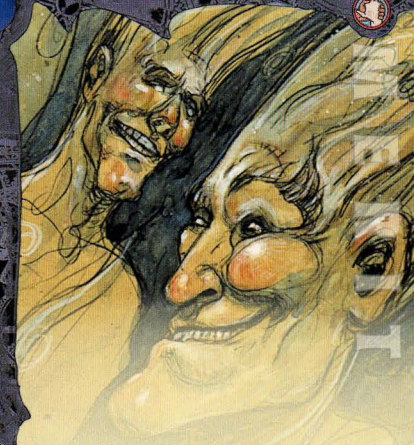
◆ Twist knows the ins and outs. Exhaust Twist to move up to 3 Leagues on consecutive City Leagues. You do not encounter the first two Leagues, only the third. Roll a die after you move in this manner. On a 1-5 Twist remains with you, on a 6 he runs off down a dark alleyway and is discarded for the rest of the game.

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LIBERATED STEAM SPRITES

5

ALLY



◆ These Steam Sprites are joyous to be free of their mechanical enslavement. Exhaust to add 3 to the score of any Combat or Might Test against another character. This must be done before you Test.
◆ Exhaust to add 2 to your score in any Combat Test. This must be done before you Test.

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JACK HAMMER, REHABILITATED COG DRAGON

5

ALLY



◆ Jack has come to despise his evil origins. Exhaust Jack to ignore any one Cog Waylay for 2 Days.
◆ Jack can undergo any Might Test in your place. This exhausts Jack.

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HERMANN, BOGGAN SCOUT

5

ALLY



◆ Though he rarely laughs, and is not the most sparkling of conversationalists, Hermann can be counted on to get you through dangerous terrain. Hermann subtracts 1 from any Terrain Trial difficulty. This does not exhaust Hermann.
◆ Exhaust Hermann to add 2 to your score in a Test vs. a Waylay played against you on any League without City Terrains.

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SKY RAY

5

ALLY



MOUNT

◆ The Sky Ray swoops from above, removing you from hazardous opposition. If you lose a Test to a Waylay, you may retreat immediately after exhausting, instead of waiting for the next Day to do so. This exhausts the Sky Ray.

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SELINA, ALTERNATIVE SLUAGH

5

ALLY



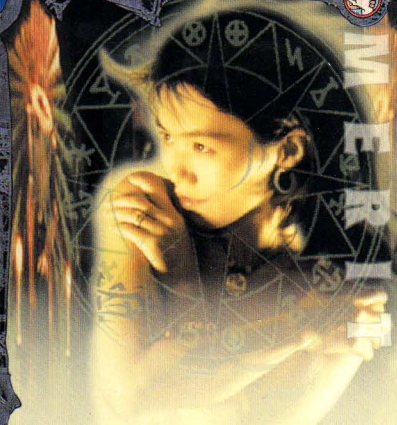
◆ Selina is challenging the staid gothic ways of her people. Selina can change a Combat Waylay into a Savvy Waylay. She will now undergo the Savvy Waylay in your place. This exhausts Selina. If Selina is defeated, roll a die. Even: she returns to your side exhausted. Odd: she leaves you and is discarded for the rest of the game.

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LYYA, NAGA MISTRESS OF SECRETS

5

ALLY



◆ Lyya knows. You may exhaust Lyya when an opponent tries to use an Art against you or the League you're on. Roll a die. On a 1 the Art's effects take place normally. On 2-4, the Art is cancelled. On a 5-6 Lyya absorbs the Art (your opponent retains the Art as well) and you may now use it against your opponent at any time, even if Lyya is exhausted. You may only use an absorbed Art once.

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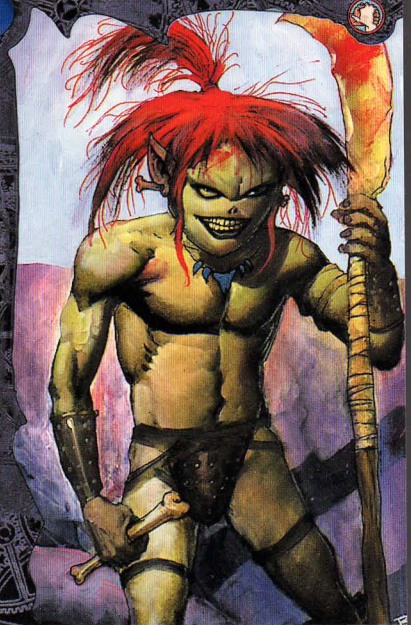
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5



4



5



5



5



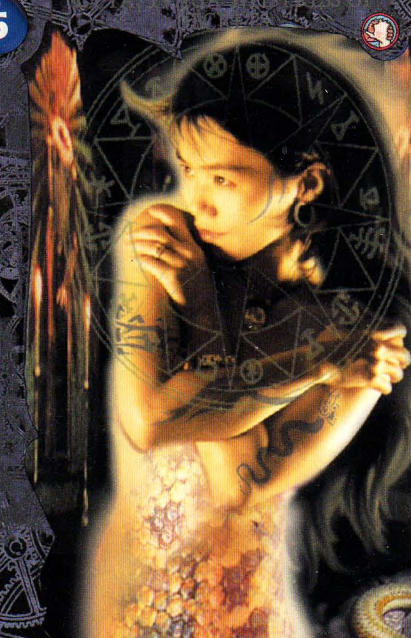
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5



5



6

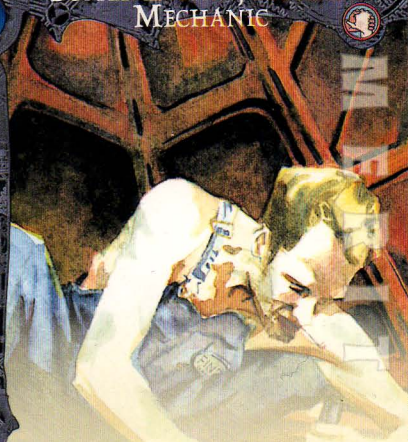
ALLY



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ALLY



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ALLY



MOUNT

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ALLY



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3

ART



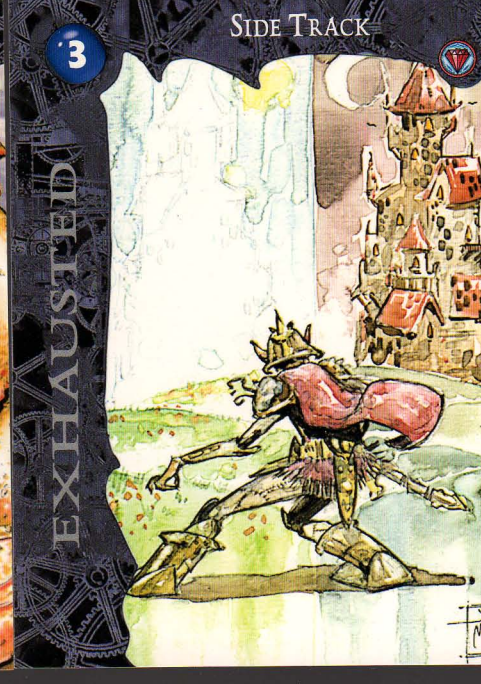
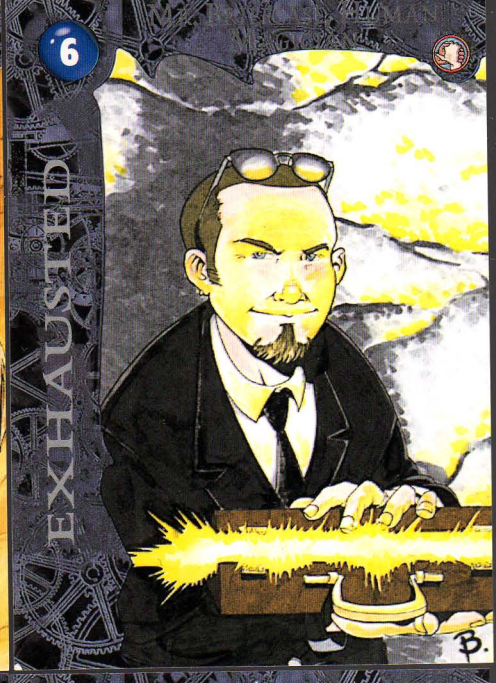
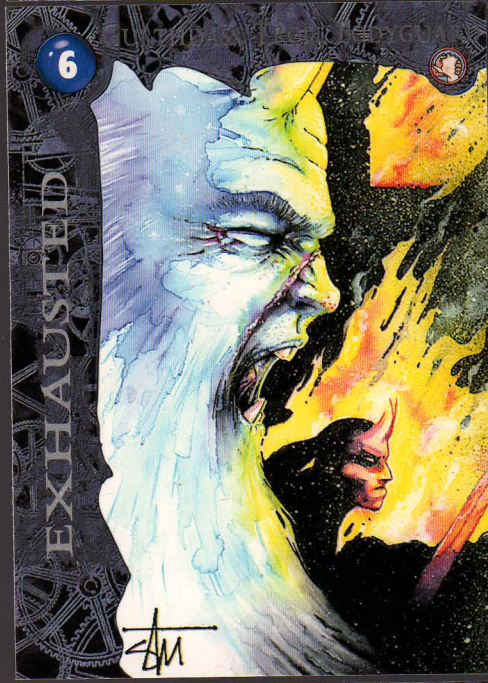
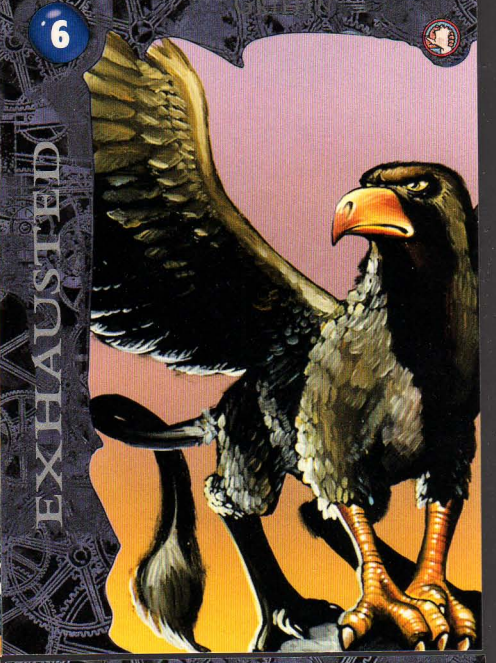
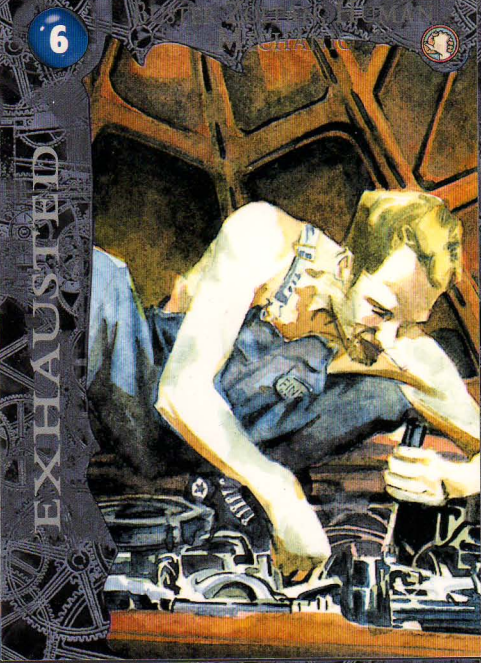
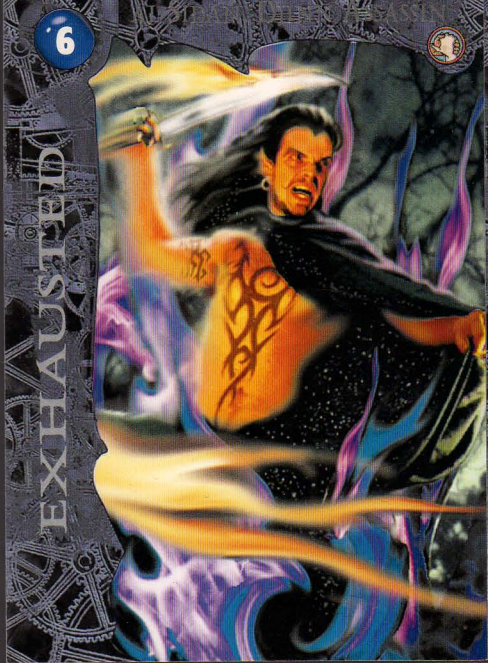
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4

ART



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FLOOD

4

ART



Exhaust to move your opponent 2 Leagues in the direction of your choice. The opponent may not be Waylaid on the new League until his next Day.

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EARTHQUAKE

4

ART



Exhaust to cause any one League to change its terrain type. Pick a new League card at random and replace the League you wish to change with it; Terrain requirements are ignored. Any Waylays or characters on the affected League remain there.

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BURN & BOIL

4

ART



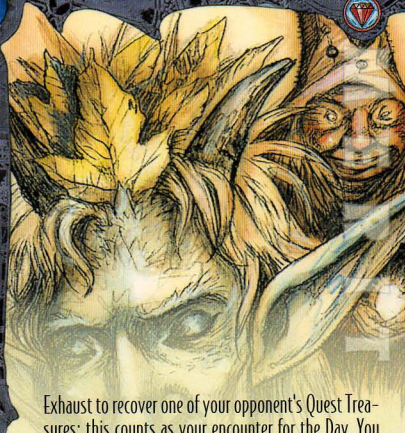
Exhaust to add 4 to your Might in 1 Combat Test.

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MOOCH

4

ART



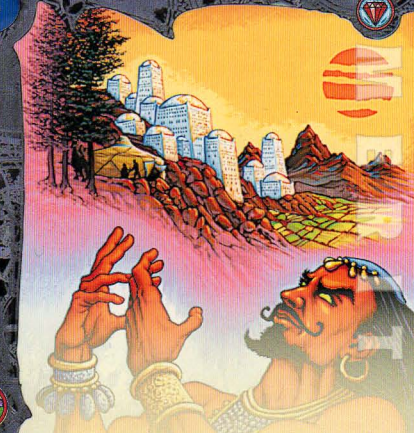
Exhaust to recover one of your opponent's Quest Treasures; this counts as your encounter for the Day. You must be on the same League as the Treasure to Moch it. Your opponent may recover the Treasure by defeating you in a Test of her choice; both characters must be on the same League for this Test unless your opponent has a Merit or ability that allows her to encounter you from somewhere else.

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INSIGHT

4

ART



Exhaust to ignore the Enter or Leave Trial on any one League.

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HOLLY STRIKE

4

ART



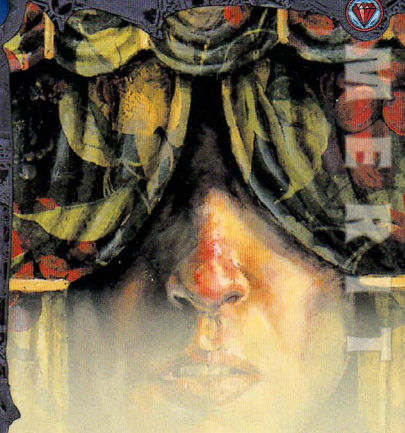
Exhaust to add 3 points to your Might for 1 Combat or Might Test or Trial.

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VEILED EYES

4

ART



Exhaust to avoid a Waylay for 2 Days. The Waylay remains on the League and must be encountered if the character stays on the League past the second Day.

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TEMPEST

4

ART



Exhaust to cause another character to miss his next 2 Days. That character may make a Might Trial difficulty 7 to attempt to negate this Art. If he passes he is unaffected.

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RED HERRING

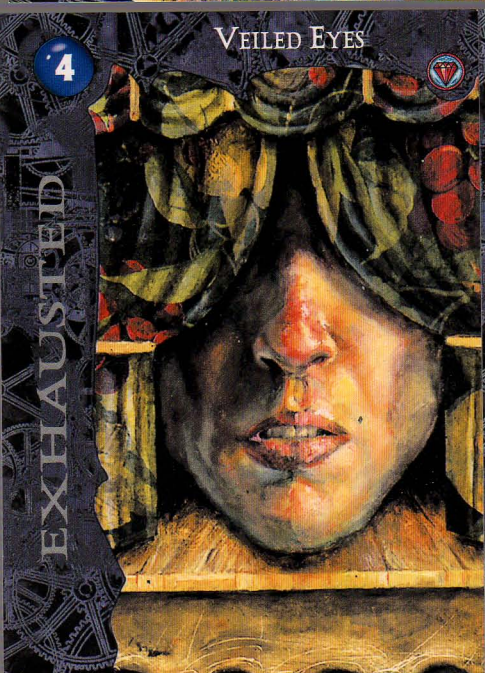
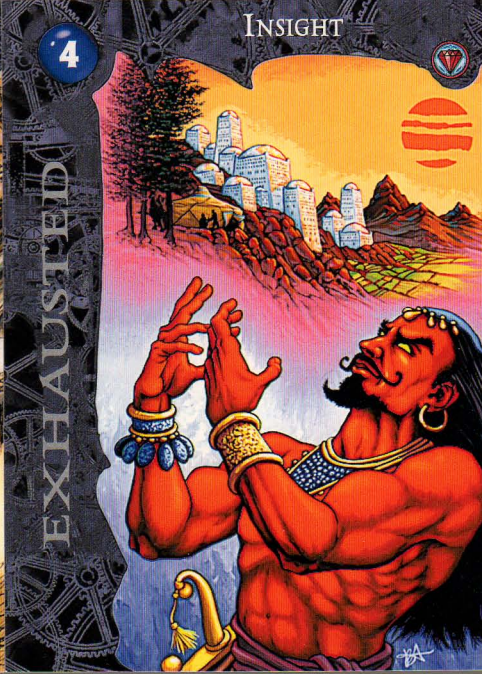
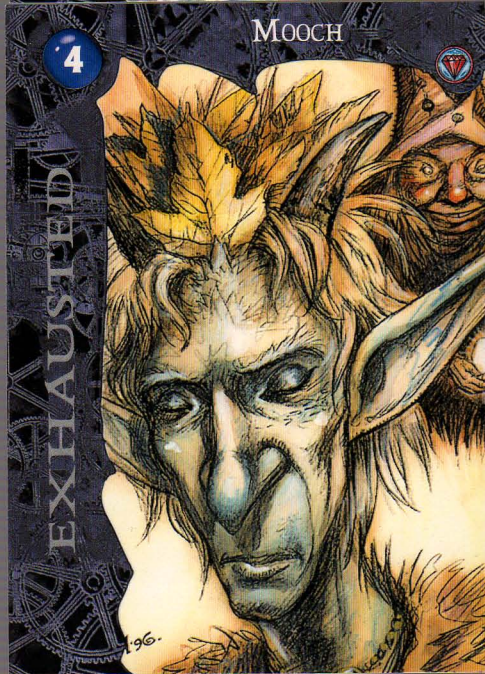
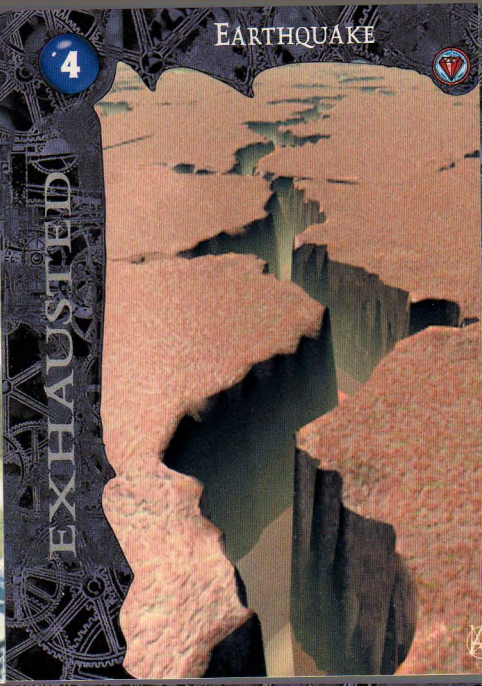
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ART



Exhaust to move one of your opponent's Quest Treasures to another League. This must be played as your opponent is recovering the Treasure.

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WEAVER WARD

4

ART

Discard to force another character into a Resolve Trial difficulty 7 when attempting to recover a Quest Treasure. As his encounter each day, that character may test again to try to defeat the Ward. Weaver Ward remains on the Treasure until defeated.

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CAPTIVE HEART

5

ART

Exhaust to enter a Resolve Test against another character. If successful you may force that character to either Rest without recovery, or move 1 League in the direction of your choice.

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EARTHSHAKE

5

ART

Exhaust to move a League to another location on the map. The new location must meet normal terrain matching requirements. The League will remain there for 3 Days, then return to it's original location.

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FATE FIRE

5

ART

- ◆ Exhaust to increase the score or difficulty of another character's next Test or Trial by 3.
- ◆ Exhaust to decrease the score or difficulty of your next Test or Trial by 3.

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MIRAGE

5

ART

Exhaust as another character enters a League. That character must now pass a Might Trial difficulty 6 before they can enter that League. Mirage remains until the character succeeds or 3 Days pass, whichever comes first.

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PHANTOM SHADOWS

5

ART

Exhaust to force another character to encounter a Combat Waylay with a Combat Rating of 5. If the character is defeated by the Waylay, the character may move on, but the Shadows follow him and he may not Rest until the Shadows are defeated. Phantom Shadows must be played when the opponent's character first enters the League, instead of an actual Waylay.

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RENEWED VIGOR

5

ART

Discard to recover all exhausted Merits. You may only use this Art once per Quest.

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STAR BODY

5

ART

Exhaust to create an ally of living flame to encounter one Waylay for you. This ally has Might 5 and Combat 5.

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STORM CLOUDS

5

ART

Exhaust to force another character to make a Resolve Trial difficulty 6 in order to leave their current League. Storm Clouds remain until the character succeeds or 3 Days pass, whichever comes first

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WEAVER WARD

CAPTIVE HEART

EARTHSHAKE

FATE FIRE

MIRAGE

PHANTOM SHADOWS

RENEWED VIGOR

STAR BODY

STORM CLOUDS

4

MAGIC CARPET

TREASURE



◆ Exhaust the carpet to fly 3 Leagues in place of your normal movement, ignoring the Leagues you pass over. The carpet has a mind of its own however, and you must pass a Resolve Trial of difficulty 6 to properly command it. If you lose the Trial you do not have to exhaust a Merit, however instead of flying 3 Leagues to your intended destination, your opponent may move you 2 Leagues in any direction of his choice.

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4

ESHU BUCKLER

TREASURE



ARMOR

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


◆ Eshu may exhaust the buckler before a Combat Test is made to add 4 to their score.

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4

DREAMCATCHER

TREASURE



◆ Discard this card and leave it in your current League. The next character to enter that League encounters the Dreamcatcher. The Dreamcatcher throws up chimerical figures to confront and confuse any who would pass by it. Treat it as a Savvy Waylay with a Savvy of 5.

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4

PERSONAL DIRIGIBLE

TREASURE



◆ The dirigible allows you to fly one League per Day. You may ignore all Terrain Trials when flying between Leagues.

◆ If a Waylay is in the League you're flying over, you may avoid it if you pass a Resolve Trial difficulty 7. You may not Rest or encounter your Treasure if a Waylay exists in your current League.

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4

OYSTER PEARL RING

TREASURE



◆ This ring possess the ability to allow its wearer to breathe water as well as air. When wearing this ring (unexhausted), you automatically pass any Trials on River, Sewer, Lake or Ocean Leagues.

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4

MUSIC BOX

TREASURE



◆ The Music Box adds 1 to your score in any Savvy Waylay.

◆ If you are Seelie, you may exhaust to add 3 to your score in a Savvy Test or Trial.

◆ Selkies may exhaust the music box to ignore any Creature Waylay for 2 Days. The Selkie can encounter anything else on the League or move past the affected Waylay.

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4

ROSE-COLORED GOGGLES

TREASURE



◆ Give everyone a rosy view of the world. The Goggles add 3 to your Score in Savvy Tests.

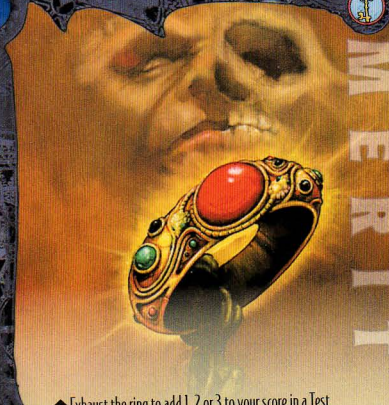
◆ However, blinded with happiness, your will to fight is reduced. Subtract 1 from your score in Combat Tests while wearing the goggles. You may voluntarily exhaust the goggles before Combat to avoid this penalty.

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4

RING OF KARMA

TREASURE



◆ Exhaust the ring to add 1, 2 or 3 to your score in a Test.

Before you can restore the exhausted ring, you must first suffer some bad karma for all the good karma the ring gave you. You must successfully pass a Test or Trial with a penalty of twice the bonus you received when exhausting the ring (2, 4 or 6) subtracted from your score to that test. You must adopt the penalty before rolling for the Test.

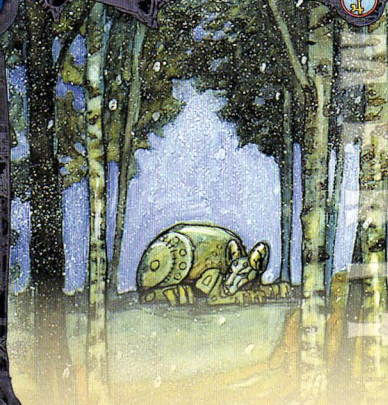
Once the penalized Test or Trial is passed, the ring may be recovered as normal.

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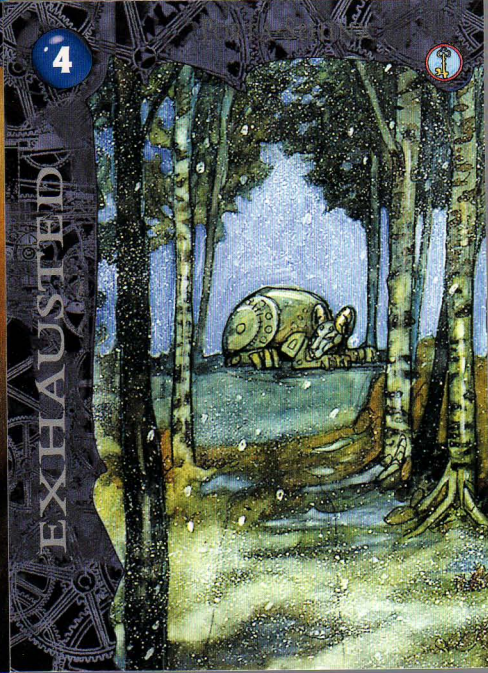
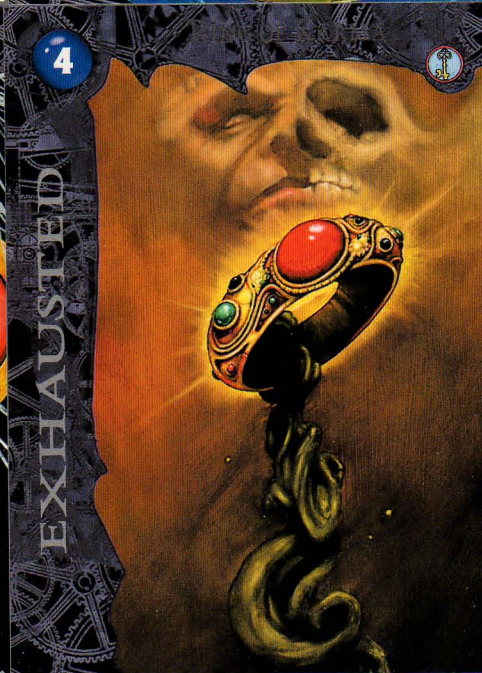
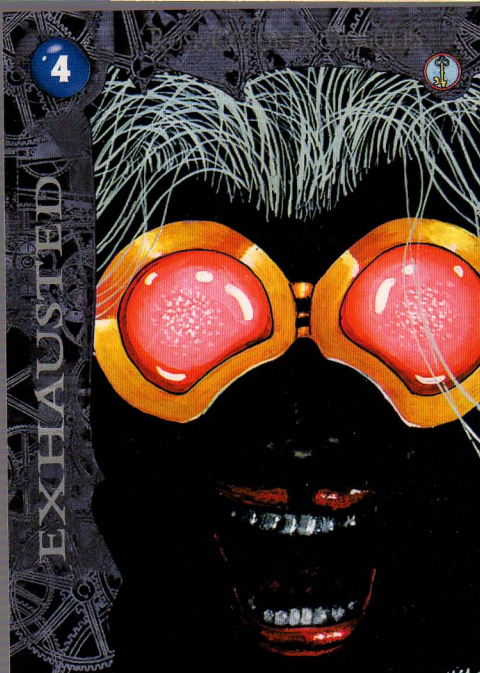
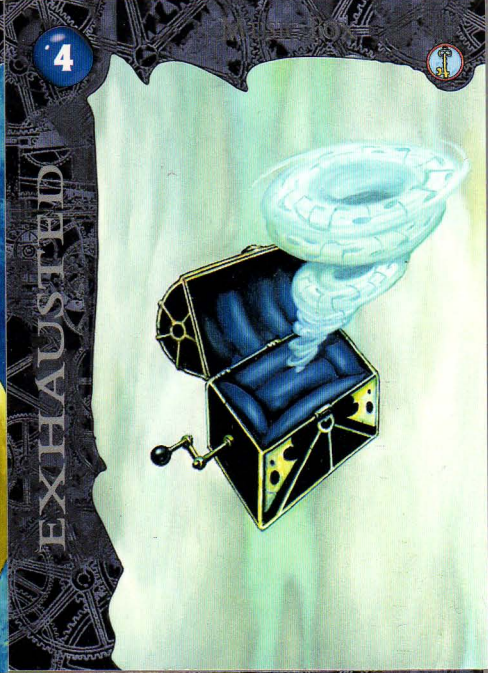
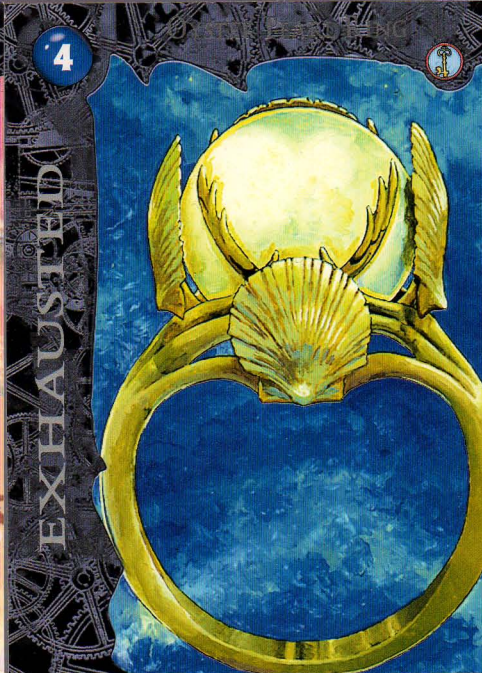
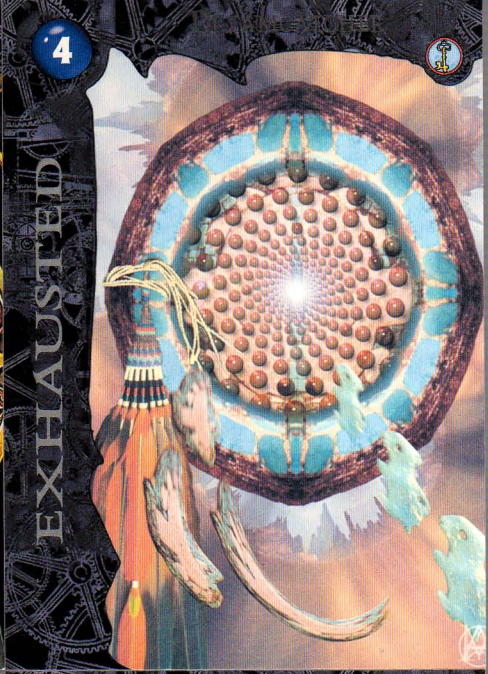
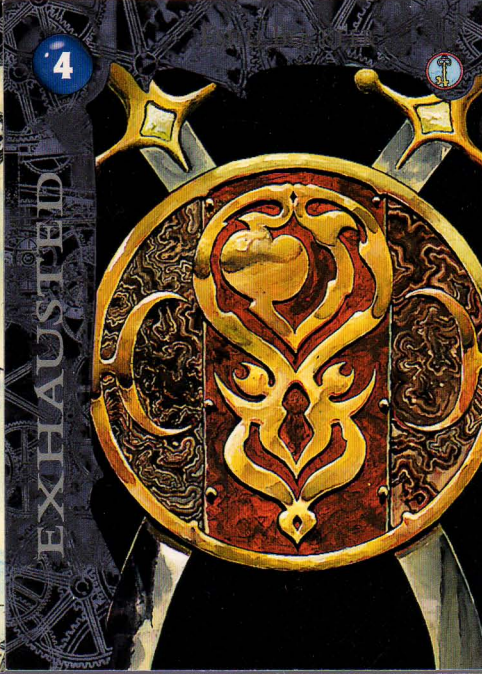
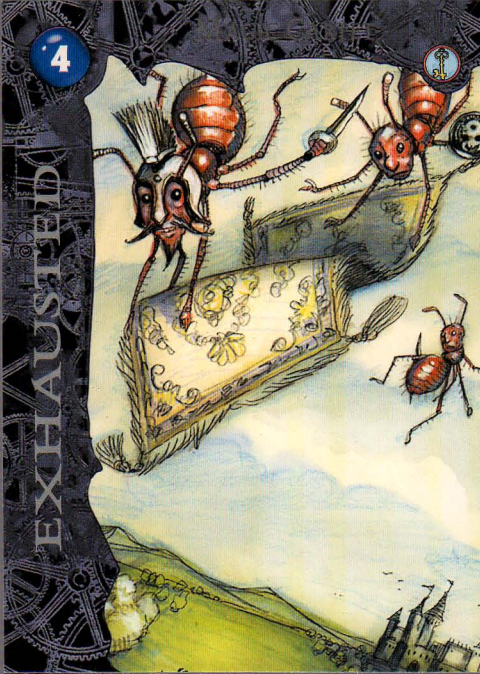
PORTA-SPHINX

TREASURE



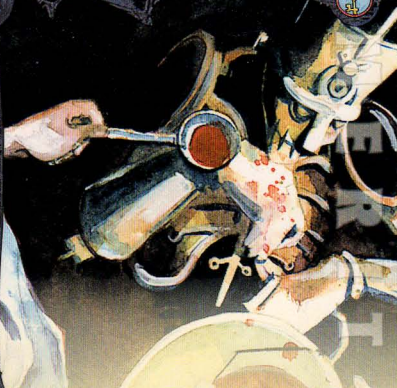
◆ Discard this card and leave it in your current League. The next character to enter that League must face the Sphinx golem. The Sphinx enlarges and blocks the characters path. The only way around is to successfully answer one of its riddles. Treat the Sphinx as a Resolve Waylay with a Resolve of 5.

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RUST BUCKET

4

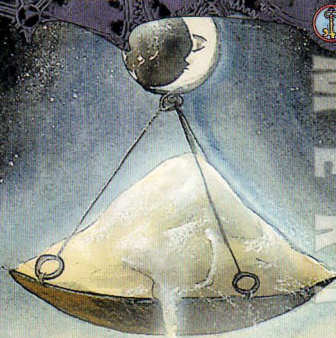


- ◆ Exhaust to add 3 to your score in any Combat or Savvy Test against a Cog or Mechorg opponent.
- ◆ Discard the Rust Bucket to free the water elemental trapped inside and it will reward you with glamour. You may immediately recover any 2 Arts.

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SANDS OF SLEEP

4



- ◆ You may discard this card when you encounter a character or a creature Waylay. This causes the target to fall into a deep sleep and cannot move or be encountered for 3 Days.
- ◆ A Fianna Garou equipped with the Sands of Sleep only has to exhaust it to use it, instead of discarding it.

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SLUGH SHADOW SHOES

4



- ◆ Exhaust the shoes to immediately retreat from any creature Waylay you encounter without testing.
- ◆ Slugh may use the shoes as above without exhausting them.

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SOOPER GLOO

4



- ◆ Discard this card and leave it in your current League. The next character to enter that League will get stuck in the Gloo. Treat the glue as a Might Waylay with a Might of 3. Characters losing a Test with the Gloo do not have to exhaust a Merit, but are stuck and cannot retreat. They must Test again each Day at one higher Might (Might 4 on the second Day, Might 5 on the third Day, etc.) as the Gloo dries around them until they break free.

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SPRINGHEEL JACK

4



- ◆ Discard this card and leave it in your current League. The next character to enter that League encounters Springheel Jack, who pops forth from hiding, razors whirling. Treat Springheel Jack as Combat Waylay with a Combat of 5.

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STEAM-POWERED FLIGHT RIG

4



- ◆ Exhaust to fly 2 Leagues for your Day's movement. You may ignore enter and exit Trials during movement. You may attempt to fly additional Leagues, but the Flight-Rig is not very reliable. You must exhaust a Resolve Ability for each additional League you wish to travel. You may not Exhaust more than 2 Resolve Abilities in this fashion.
- ◆ Renegade Cogs or Mechorg characters may Exhaust up to 3 Resolve Abilities instead of the normal 2.

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STORM MAKER

4



- ◆ Exhaust the Storm Maker to crank up a Storm in any League of your choice. The Terrain Trial difficulties for that League are increased by 2 while the storm lasts. Also, for each Character in the stormy League, roll a die. On an odd number, the character or Waylay is struck by lightning and must Pass a Might Trial difficulty 7. If he fails he must exhaust 2 Merits or recover 2 Flaws (opponent's choice). The Storm lasts for 2 Days not counting the Day during which it is played.

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ARMY ANT KIT

5

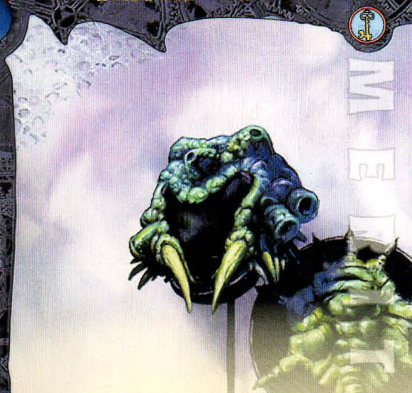


- ◆ This kit has everything an Army Ant needs to survive. Survival equipment, rations, and extra weapons are included to make any Army Ant feel a little more comfortable fighting the good war against King Ironheart.
- ◆ Army Ants add 2 to their score when encountering any Combat Tests.
- ◆ If defeated, you may exhaust the kit to retest a Combat, Might, or Resolve Test or Trial.

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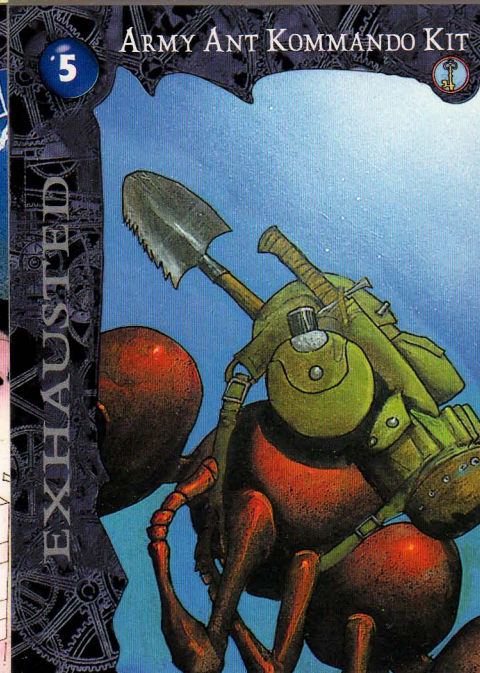
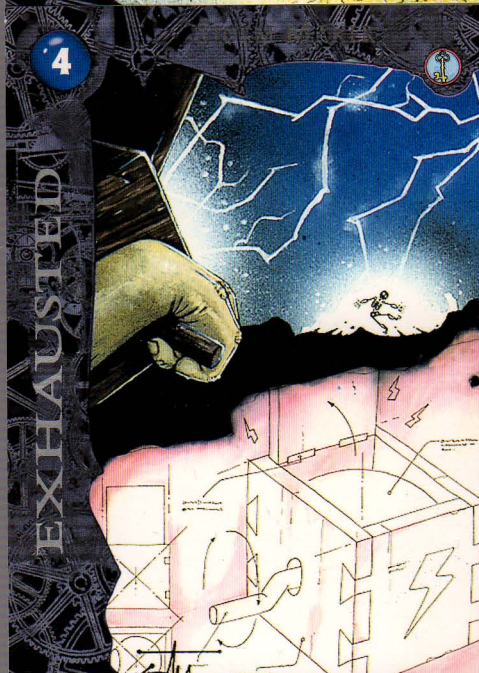
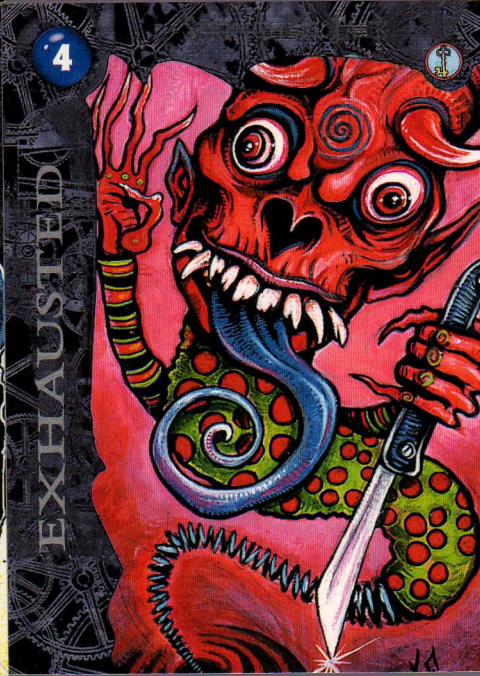
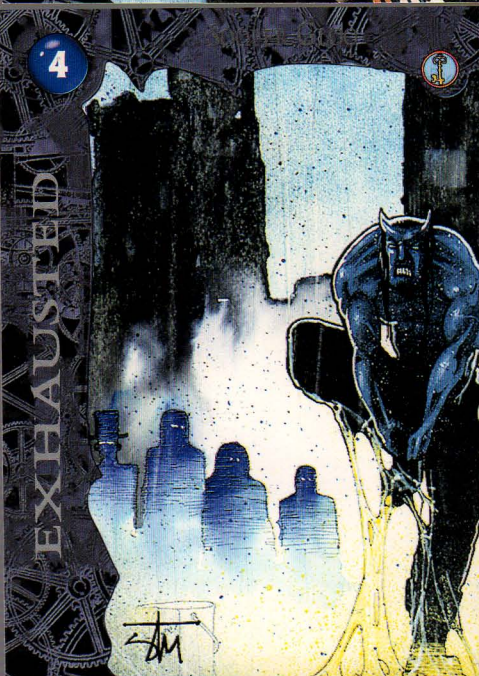
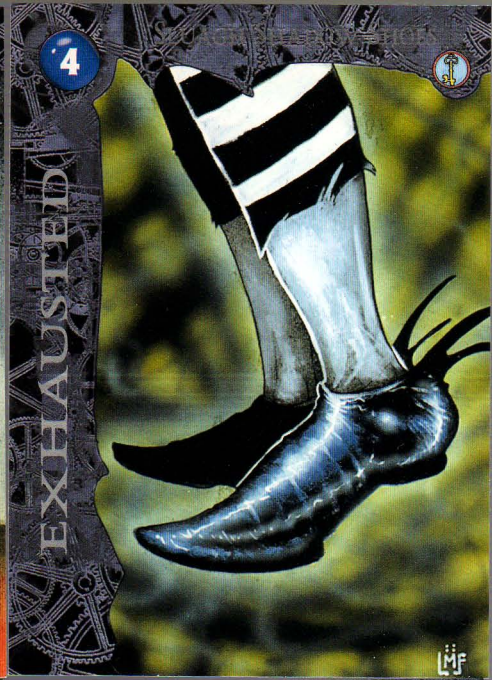
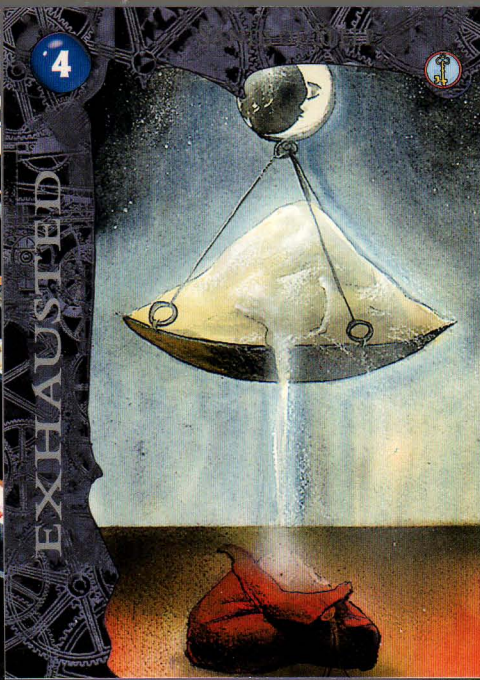
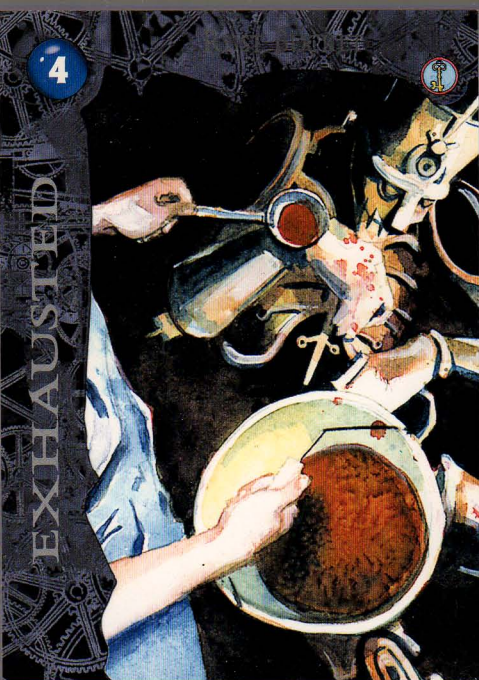
BARNACLE ARMOR

5



- ◆ Exhaust to add 3 to your score in any Combat Test. This can be done after the Test is made.
- ◆ Tritons may add 2 to their score in any Combat Test after the Test is made, without exhausting the Barnacle Armor, however the results of the Combat cannot be better than a stand off for the Triton (treat wins as ties).
- ◆ Tritons may exhaust the armor to add 4 to their score in any Combat Test after the Test is made or to reroll their lowest die.

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BLOOD KEY

TREASURE

5

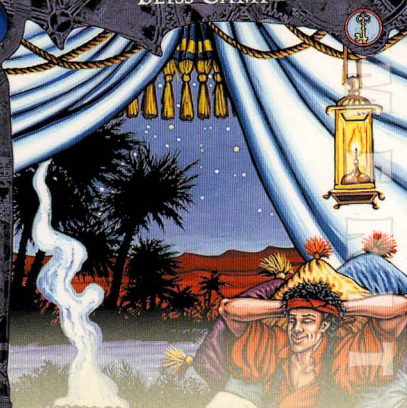


- ◆ Any League you are on cannot be affected by Arts.
- ◆ When an Art is used against you, you may exhaust the Blood Key and roll 2 dice. If you roll exceeds the point cost of the Art, you are not affected by it.

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BLISS CAMP

5

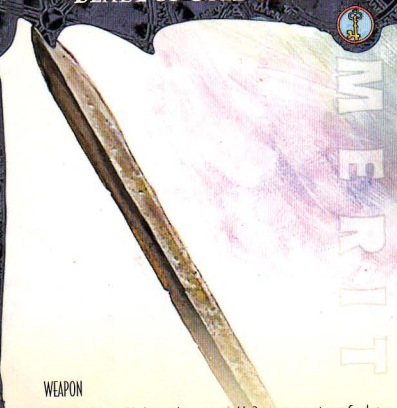


- ◆ Exhaust to pitch a magical tent, complete with chimerical servants to satisfy your every desire. When resting, you may ignore your League's Rest and instead recover any 2 Merits (except Bliss Camp) when you spend the night in your Bliss Camp. However, the camp is so nice who would want to leave? On your next Day after using the Bliss Camp, you must pass a Resolve Trial difficulty 6 to do anything but rest again that Day. You must attempt the Trial each Day until you pass the it. Once passed, you may pack up the camp and move on as normal that Day.
- ◆ The Resolve Trial difficulty to leave the Bliss Camp is only 5 for Eshu.

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BLADE OF COLD IRON

5



WEAPON

- ◆ Against Cogs or Mechorgs, this weapon adds 2 to your score in any Combat Test. Against all other opponents, the blade adds 3 to your score in any Combat Test. If you win a Combat Test against another character, they must exhaust 2 Merits.
- ◆ Whenever the Blade of Cold Iron is unexhausted, all of your Arts stay exhausted and unusable. All characters except Humans and Renegade Cogs must also roll a Might Trial difficulty 6 any time the blade is used in a Combat Test. If the character fails this Trial, the Blade is exhausted.

A character may not normally benefit from more than one weapon at a time.

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FLAME LANCE

5



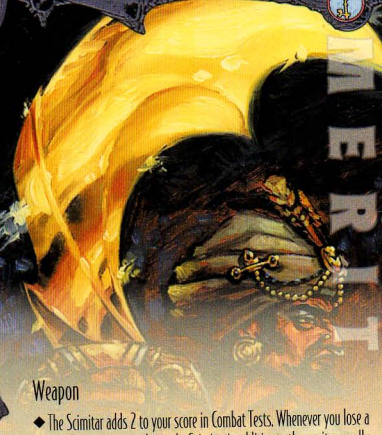
WEAPON

- ◆ The Flame Lance adds 2 to any Combat Test.
- ◆ Exhaust to have a Combat rating of 5 for any one Combat Test. Add your Combat Test roll to the Flame Lance's rating of 5 instead of to your own Combat rating.

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DIJINN SCIMITAR

5



Weapon

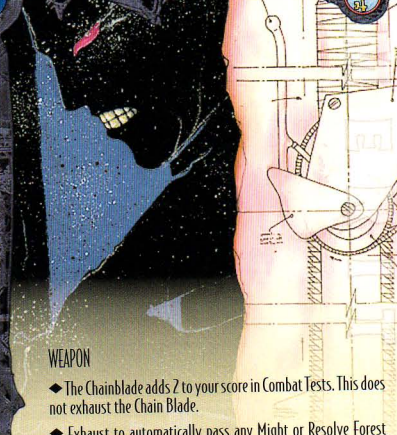
- ◆ The Scimitar adds 2 to your score in Combat Tests. Whenever you lose a Resolve Test, you must exhaust the Scimitar in addition to the merit normally exhausted.
- ◆ Exhaust a Might Ability and the Scimitar to have the Scimitar add 4 to your score in a Combat Test.
- ◆ Djinn may exhaust the Scimitar to add 5 to their score in any Combat Test.

A character may not normally benefit from more than one weapon at a time.

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CHAINBLADE

5



WEAPON

- ◆ The Chainblade adds 2 to your score in Combat Tests. This does not exhaust the Chain Blade.
- ◆ Exhaust to automatically pass any Might or Resolve Forest League Trials.
- ◆ Exhaust to add 4 to your score in a Combat Test.
- ◆ Forest based Waylays add 3 to their score in any test against you. Only Unseelie characters may use the Chainblade.

A character may not normally benefit from more than one weapon at a time.

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MONKEY WRENCH

5



- ◆ Add 2 to your score in any Test against a Cog or Mechorg opponent.
- ◆ Exhaust the Monkey Wrench to force any Cog Waylay you encounter to ignore his highest die when testing against you. The Waylay's score will be the total of its attribute plus the lower die. You may exhaust the Monkey Wrench after you roll.

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LODESTONE

5

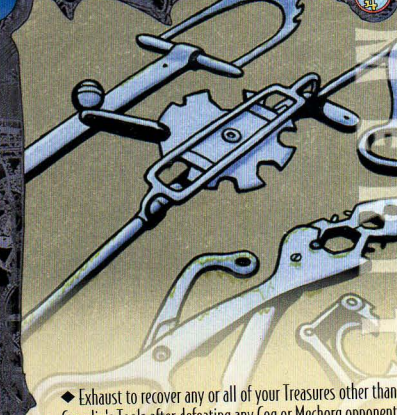


- ◆ The magnetic effects of the Lodestone wreak havoc on the sensitive mechanics of Cogs and Mechorgs. When encountering Cogs or Mechorgs, halve their highest die (rounding down) in any Might or Combat Test against you.
- ◆ You may exhaust the Lodestone to find your Treasure in a League even if you encounter a Waylay or a Rest.

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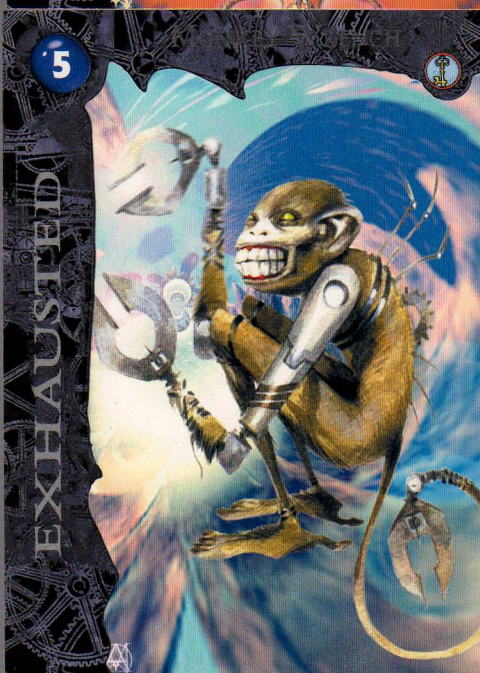
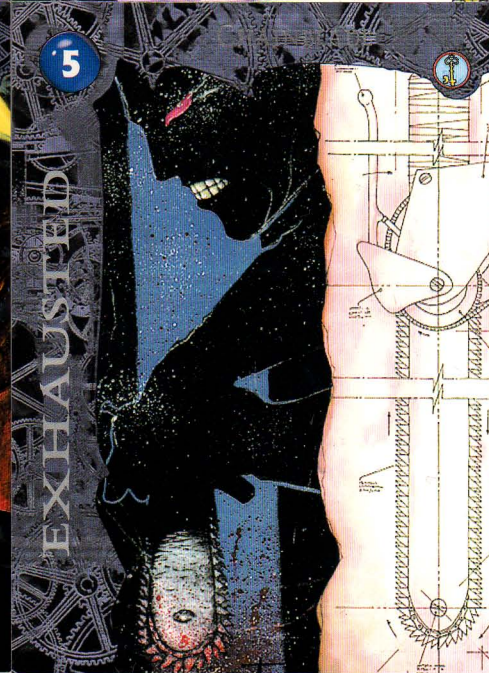
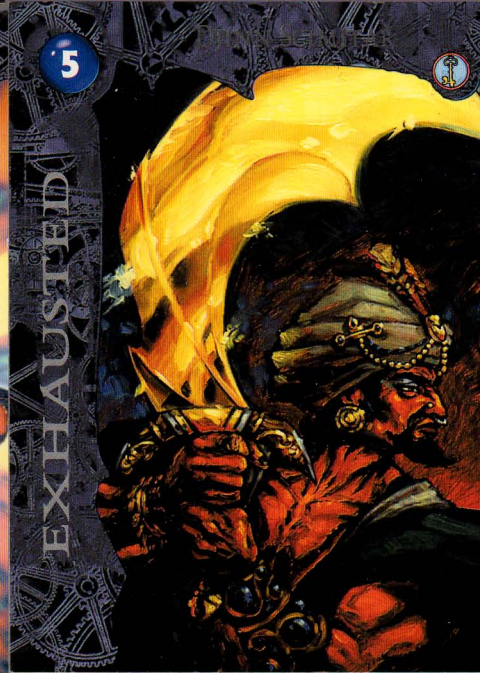
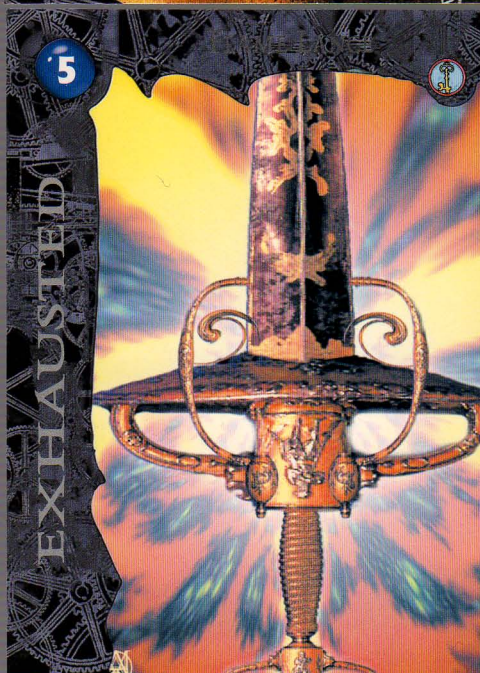
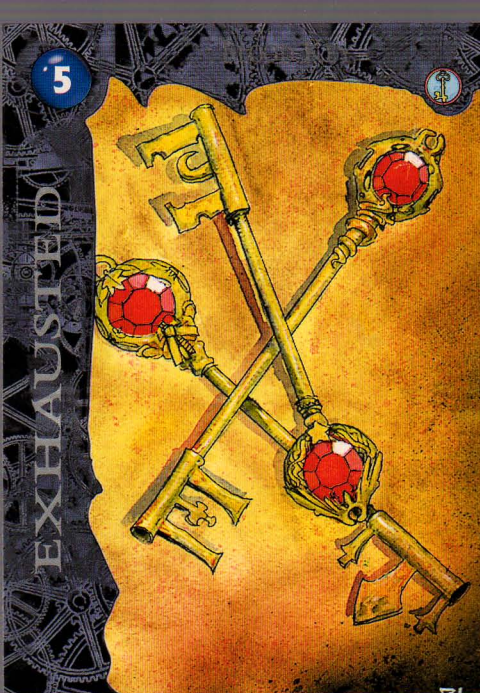
GREMLIN'S TOOLS

5



- ◆ Exhaust to recover any or all of your Treasures other than Gremlin's Tools after defeating any Cog or Mechorg opponent in a Combat Test.
- ◆ Gremlins may exhaust to change any Combat or Might Test against a Cog or Mechorg opponent into a Savvy Test. "Rather than beating me into snot, how 'bout I give you a tune-up?"
- ◆ Exhaust to force any Cog or Mechorg Waylay to only roll one die when facing you in a Test.

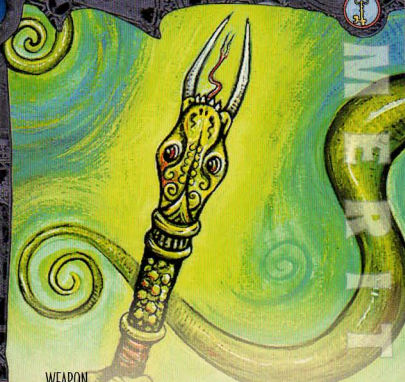
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NAGA FANGSPEAR

5

TREASURE



WEAPON

- ◆ Add 2 to your score in any Combat Test while using the Fangspear.
- ◆ If you win the Combat Test, you may exhaust the spear to deliver a poisonous wound to an opposing character. While poisoned, the opponent must pass a Might Trial difficulty 6, at the end of each of her Days. If she passes the Trial, the poison is overcome, if she fails, she must exhaust a Merit and make the Trial again on her next Day. If she fails twice, she loses one die from all Tests until the poison is overcome. Multiple poisonous wounds are not cumulative.
- ◆ Naga may exhaust a Might Ability instead of the Fangspear to make poisonous attacks with it.

A character may not normally benefit from more than one weapon at a time.

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POOKA MASK

5

TREASURE



- ◆ Anyone other than Raccoon Pookas add 2 to their score on any Savvy Tests, but must subtract 1 from their score on any Resolve Tests while this Treasure is unexhausted.
- ◆ Raccoon Pookas add 3 to their score on any Savvy Test.
- ◆ The sly qualities of the Pooka Mask allows you to exhaust this card and face a character in a Savvy Test. If you are victorious, your opponent is not defeated, but instead heads off in a direction you specify for her next 2 Days.

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5

TREASURE



WEAPON

- ◆ Before rolling any Combat Test, you may exhaust the Repeating Crossbow to make three preliminary Combat Tests against your opponent or any one Combat Waylay. These Tests are done with the Crossbow's Combat rating of 3 versus your opponent's or Waylay's Combat rating. If you lose any of these tests, treat the result as a Stalemate instead. If your opponent or Waylay is still around after the three bolts have been fired, you must engage them in a standard Combat Test.

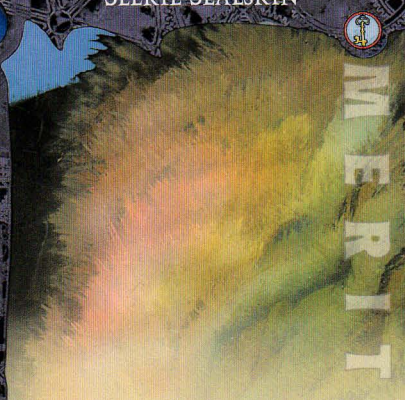
- ◆ A character may not normally benefit from more than one weapon at a time.

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SELKIE SEALSKIN

5

TREASURE



ARMOR

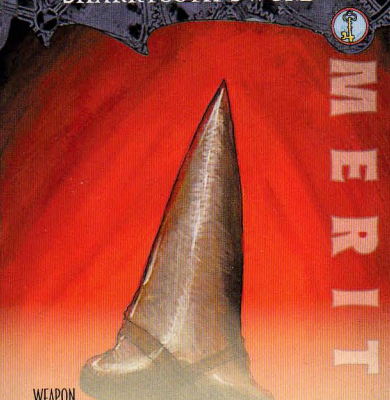
- ◆ Exhaust to add 3 to any Combat Test. This can be done after the Test is made.
- ◆ Selkies gain 2 Savvy and 1 Resolve.

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SHARKTOOTH SWORD

5

TREASURE



WEAPON

- ◆ Add 2 to your score in Combat Tests. If you are ever beaten by 5 or more points in a Combat Test where you used the sword, discard the sword from play for rest of the current game.
- ◆ Kokua may add 3 to their score in Combat Tests when using the Sharktooth Sword.
- ◆ Exhaust the Sharktooth Sword to reroll your lowest die in any one Combat Test. You may choose to do this after you roll.

A character may not normally benefit from more than one weapon at a time.

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WIND PISTOL

5

TREASURE



WEAPON

- ◆ Exhaust to move the Cloud City League 2 Leagues in the direction of your choice.
- ◆ Exhaust to blow a character or Waylay in an adjacent League 1 League further away from you (in a straight line). The victim ignores any Terrain Trials.
- ◆ Exhaust to move 1 extra League if you're currently on an Ocean League.

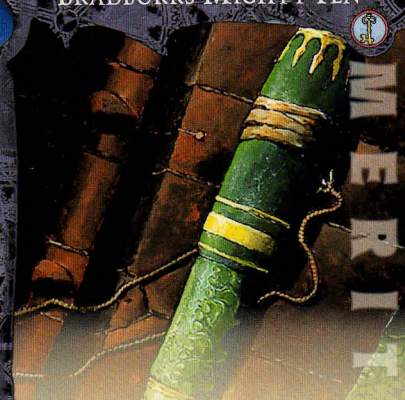
A character may not normally benefit from more than one weapon at a time.

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BRADBURY'S MIGHTY PEN

6

TREASURE



- ◆ +2 to Resolve.
- ◆ Exhaust when another character chooses to encounter you. You may choose the type of test instead of your opponent.

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COG EXOSKELETON

6

TREASURE



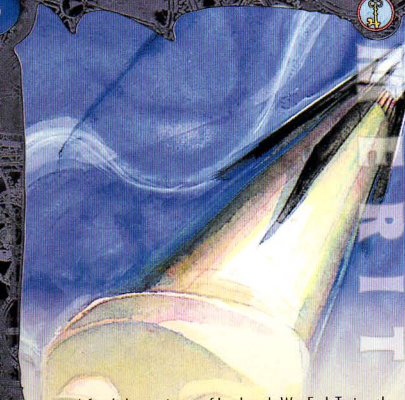
- ◆ Add 3 to your Might and subtract 2 from your Savvy while wearing the Exoskeleton. If you lose a Might or Combat Test while using the Exoskeleton, the Exoskeleton must be the Merit you exhaust.
- ◆ Exhaust the Cog Exoskeleton to reroll your lowest die and force your opponent or Waylay you are encountering to reroll their highest die in any one Might or Combat Test.
- ◆ To unexhaust the Exoskeleton, you must pass a Resolve Trial of difficulty 7.

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COG HUNTER

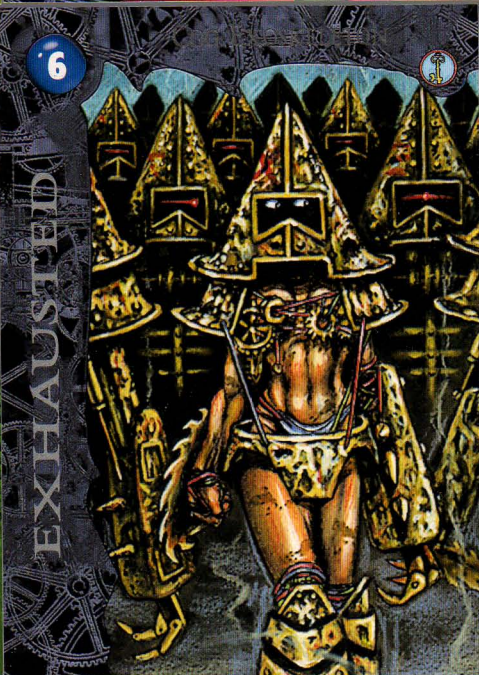
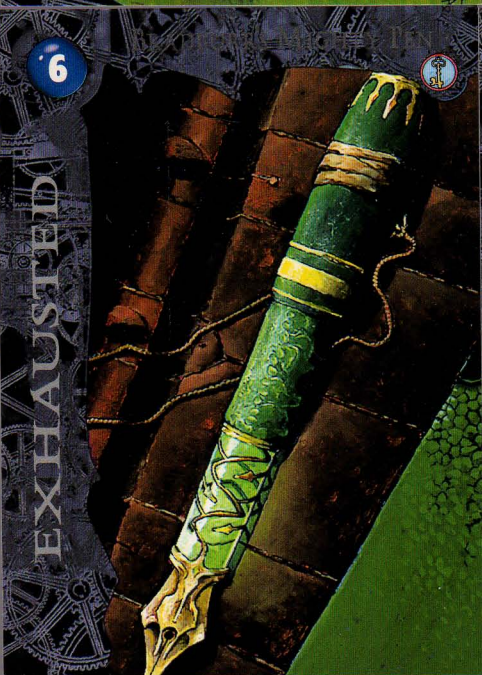
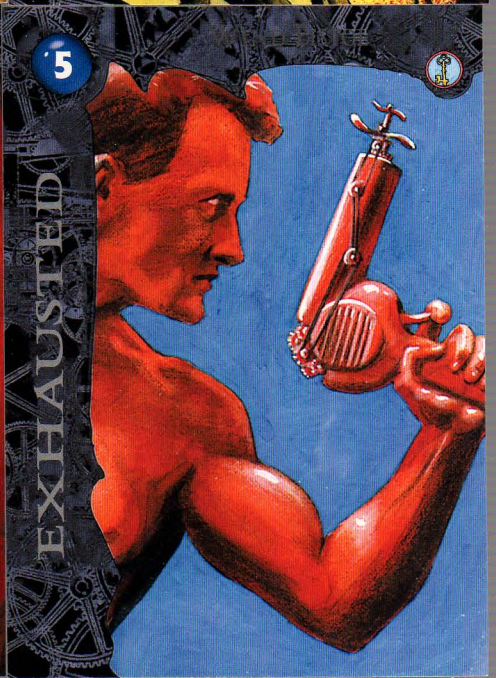
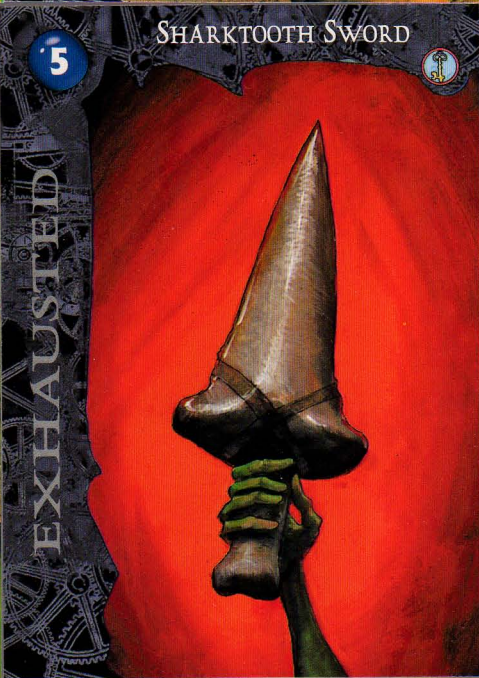
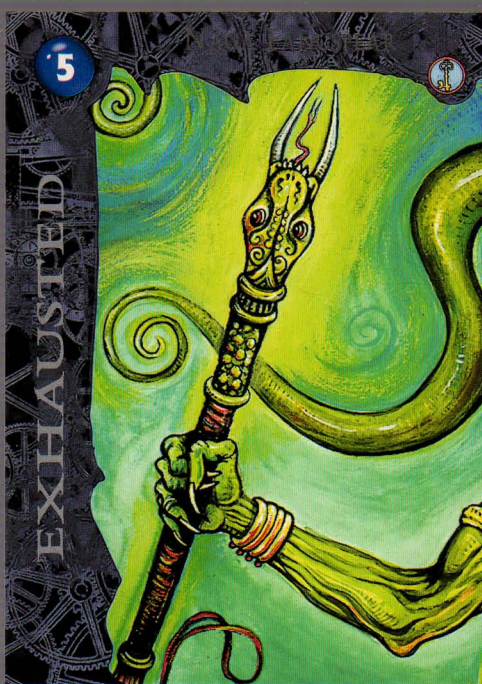
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TREASURE



- ◆ A fiendish experiment of Ironheart's War Fack Tories, the Cog Hunter is essentially a homing missile. Place the Cog Hunter on any League of your choice. All characters and Waylays on that League must make a Combat Test against the Cog Hunter. The missile has a Combat of 8. If nothing is in the League when the Cog Hunter gets there, the missile remains in play until any character moves into the League and defeats it. The Cog Hunter is encountered before any other Waylays are played on the Day a character enters its League.

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THE GIANT'S THIRD EYE

6

TREASURE



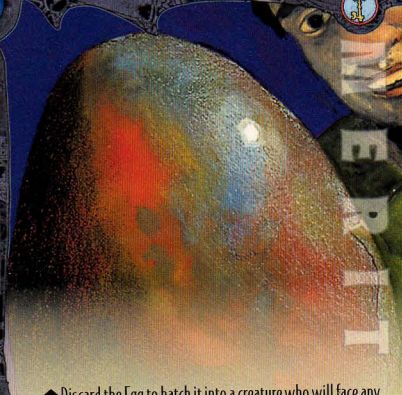
◆ This magical gemstone allows you to see into the future. Exhaust the Third Eye to gaze into the future up to 3 Days away. If you are encountered in any of those days and are defeated, you may immediately retest once without exhausting anything since you had seen the encounter through the Eye. If you are defeated a second time, you must exhaust a Merit as normal.

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EGG OF THE WYRD

6

TREASURE



◆ Discard the Egg to hatch it into a creature who will face any Combat or Might Test in your stead. Choose any Combat or Might Creature Waylay of Rating 5 or less from your cards and bring it into play. At the end of the Day it is immediately removed from play.

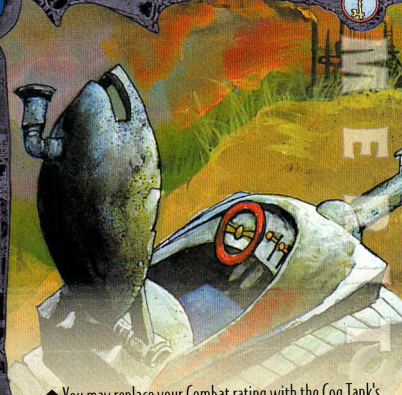
When summoned, you may exhaust Arts to keep the creature in play for additional Days. Any Arts exhausted when the creature is summoned will keep it in play (as your Ally) for two additional Days per Art exhausted.

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COG TANK

6

TREASURE



◆ You may replace your Combat rating with the Cog Tank's Combat of 6 for any Combat Test. If you lose a Combat Test using the tank, the tank must be the Merit you exhaust.

◆ Exhaust the tank to fire its main cannon at a target Waylay or character in an adjacent League. Roll a Combat Test against the target, using a Combat rating of 5 for the Cog Tank's artillery fire. If you lose the Test, treat the result as a Stalemate instead.

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ANAL RETENTIVE

4

CURSE



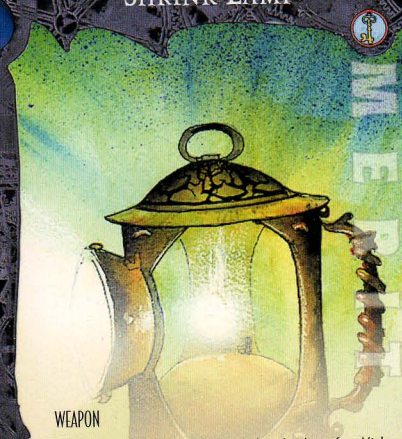
Your attention to minute detail is staggering. You must always recover Treasures before any other Merit if the option is available. If you have a Treasure exhausted, you must immediately head to the nearest league which offers Treasure recovery as a rest and spend a day regaining your Treasure.

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SHRINK LAMP

6

TREASURE



WEAPON

◆ Exhaust the Shrink Lamp to halve the base Attribute of any Might or Combat Waylay you encounter.

◆ Discard the Shrink Lamp to automatically defeat any one Might or Combat Waylay you encounter as you shrink the Waylay down to a minuscule size and squish it.

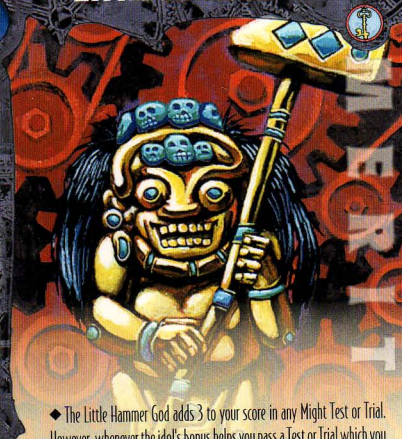
A character may not normally benefit from more than one weapon at a time.

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LITTLE HAMMER GOD

6

TREASURE



◆ The Little Hammer God adds 3 to your score in any Might Test or Trial. However, whenever the idol's bonus helps you pass a Test or Trial which you otherwise would have failed, you must exhaust a Merit (other than Little Hammer God) to placate Little Hammer God.

◆ You may exhaust the Little Hammer God right after any Might Test and roll two dice to determine the outcome. 2: Ignore your highest die. 3-5: add 4 to your Score. 6-8: reroll your lowest die. 9-11: ignore your opponent's (or Waylay's) lowest die. 12: halve your opponent's (or Waylay's) total Score.

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ILL-PREPARED

4

CURSE



Either due to forgetfulness or impetuosity, you cannot get all your faculties together. Your Treasure Rating on any Quest you undertake is halved, rounding down. Treasure Ratings of 1 are treated as 0.

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DESPISED

4

CURSE



Was it something you said? You have done something to invoke the displeasure of the residents of Arcadia. Stalemates become losses for you in all Savvy Tests, and you may never retest Savvy Tests.

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COGOPHOBIA

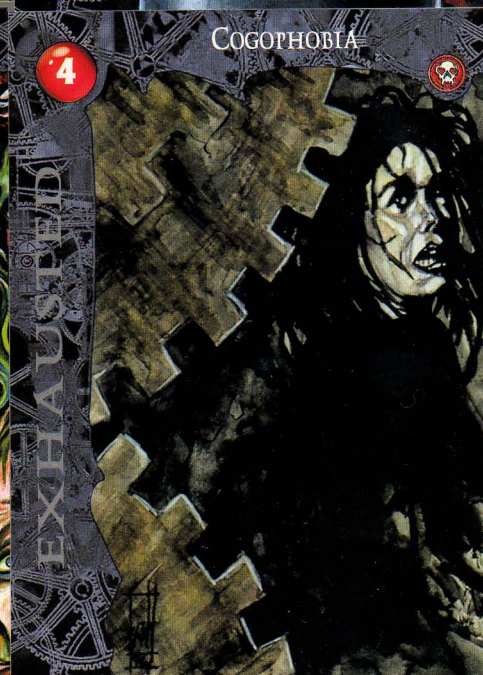
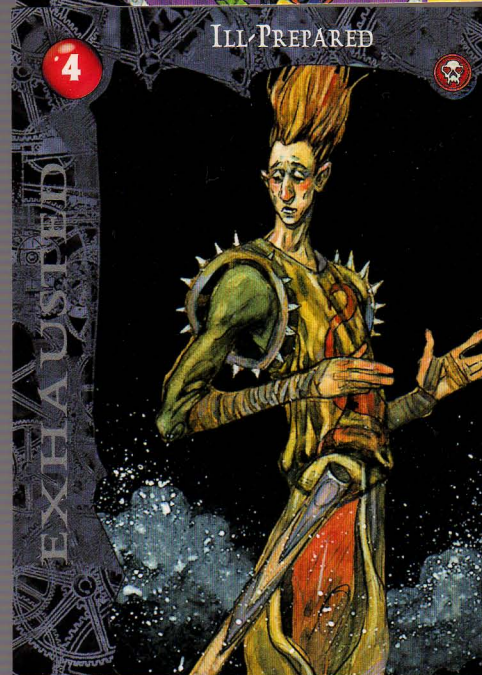
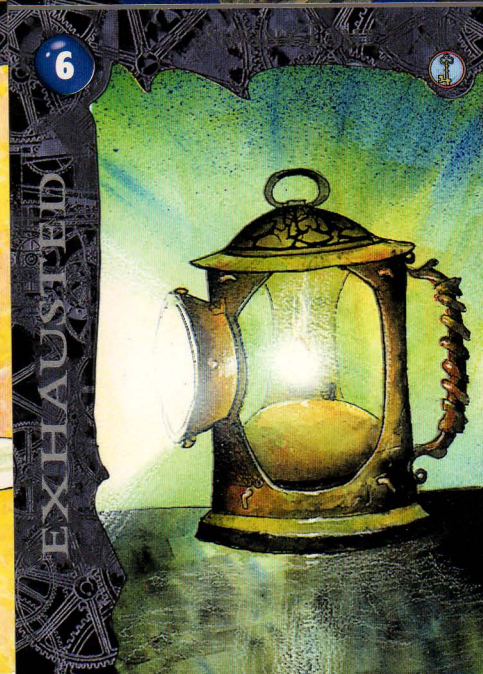
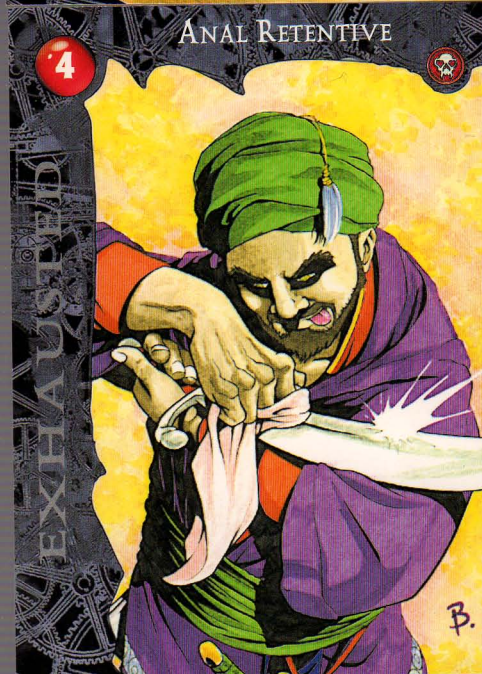
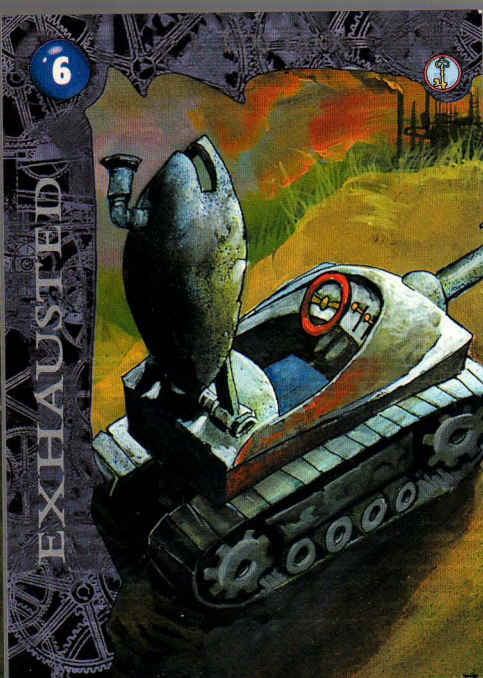
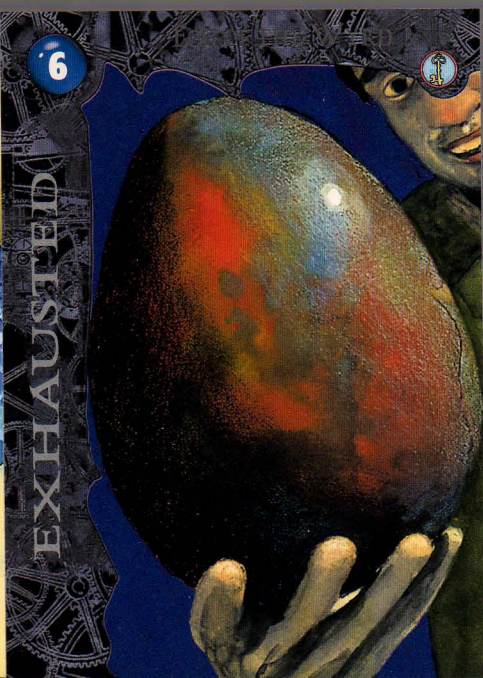
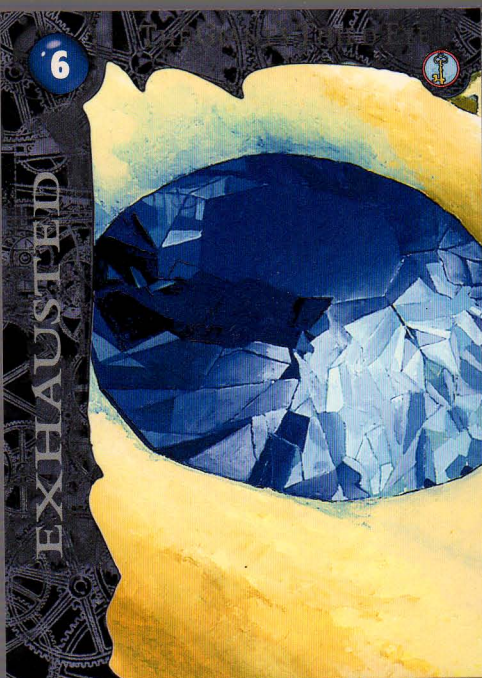
4

CURSE



How you fear those infernal machines! You suffer -2 to any Tests against Cog Waylays.

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USELESS SYCOPHANT

4

CURSE

FLAW

You have a travelling companion who is more hindrance than help. Your opponent may exhaust and discard this Flaw at the beginning of any Day. If she does so, she may also exhaust 2 of your Merits of her choice. This Flaw can never be used to force you to **discard** a Merit, however.

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CLUMSY

5

CURSE

FLAW

It's a good thing your head's stuck to your neck, otherwise you'd drop it. Any time you wish to use a Treasure, you must first pass a Resolve Trial, with the difficulty equal to the point value of the Treasure. If you fail, the Treasure is exhausted without effect.

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JABBERMOUTH

5

CURSE

FLAW

You talk so much that everyone knows what you're up to. At the beginning of your opponent's Day, you must tell him which League you plan to visit and what you plan to do there on your next Day.

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OVERCONFIDENT

5

CURSE

FLAW

You can do it all by yourself! You may only have 1 Ally Merit at any time, whether it is exhausted or not.

Your opponent may begin the game with this Flaw Exhausted. If she does so, she may place your Ally under any League, like a Treasure, which you must then find to gain any benefit. You must have an Ally to take this Flaw.

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HIGH ANXIETY

6

CURSE

FLAW

Trouble always comes your way in droves. Your opponent may exhaust this Flaw and play 2 Waylays on you, instead of the normal 1.

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POSSESSED

6

CURSE

FLAW

Other forces sometimes control your faculties while you can only look on helplessly. At the beginning of each Day, make a Resolve Trial against a difficulty of 5. If you fail, your opponent may take control of your character for the Day, and may even Waylay you while he is in control.

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ARMY ANTS

1

ENEMY

FLAW

You may as well be a picnic. Army Ants swarm whenever they see you. All Army Ants add 1 to their score in any Test against you.

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ESHU

1

ENEMY

FLAW

This well-travelled race brings scathing tales of your mistakes wherever they travel. All Eshu add 1 to their score in any Tests against you. You may only take this Flaw once.

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GREMLINS

1

ENEMY

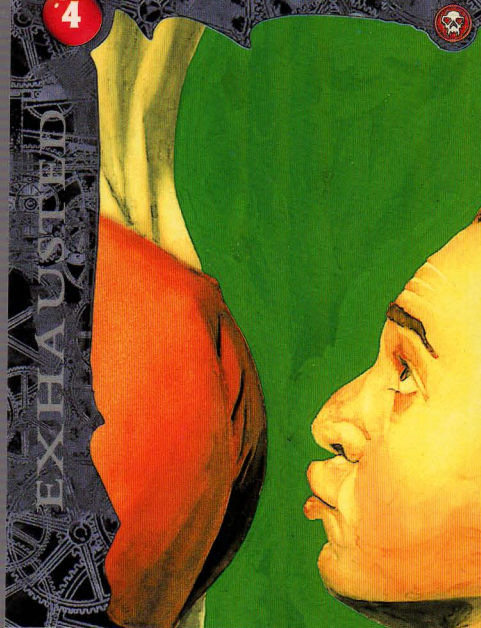
FLAW

This mechanically inclined race can become quite a liability if you upset them. All Gremlins add 1 to their score in any Test against you.

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USELESS SYCOPHANT

4



CLUMSY

5



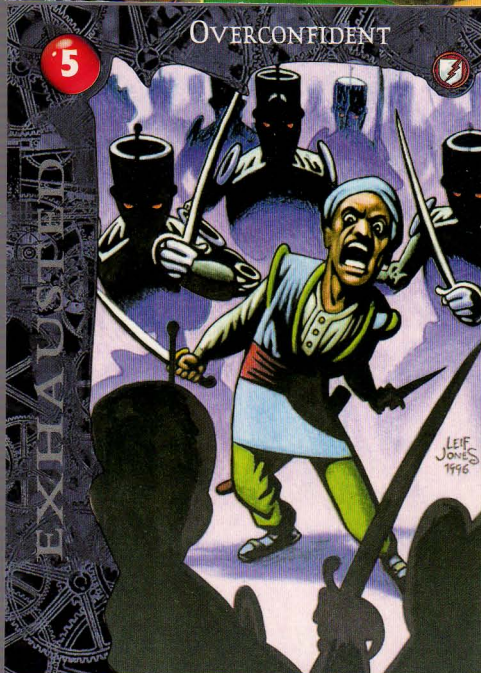
JABBERMOUTH

5



OVERCONFIDENT

5



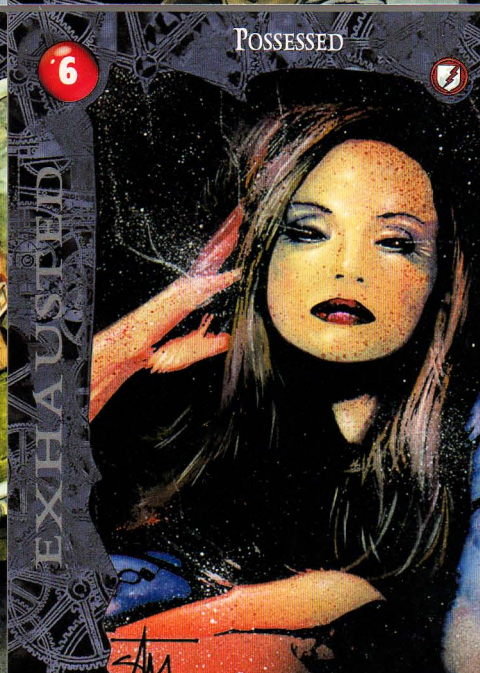
HIGH ANXIETY

6



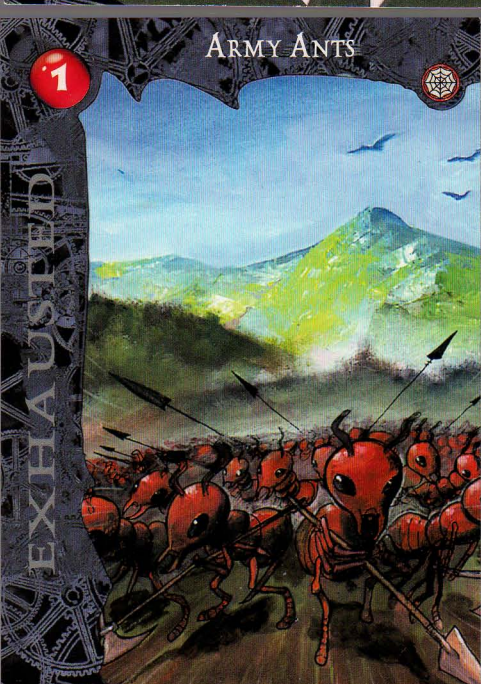
POSSESSED

6



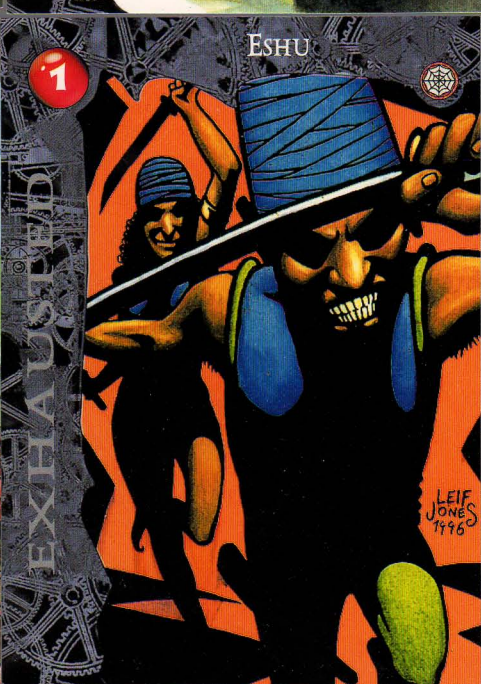
ARMY ANTS

1



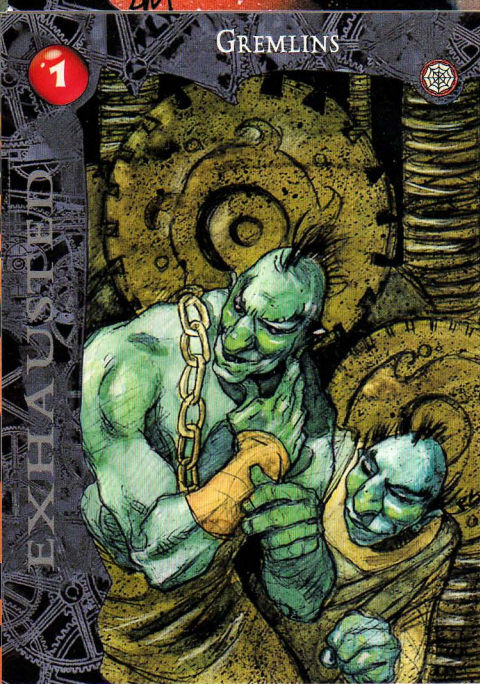
ESHU

1



GREMLINS

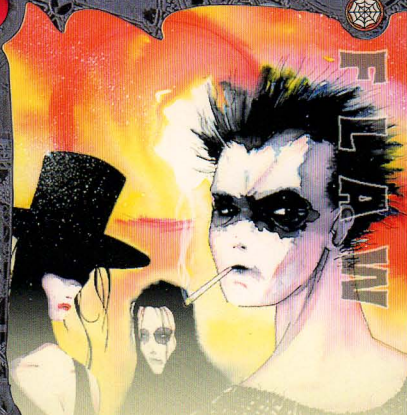
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SLUAGH

1

ENEMY



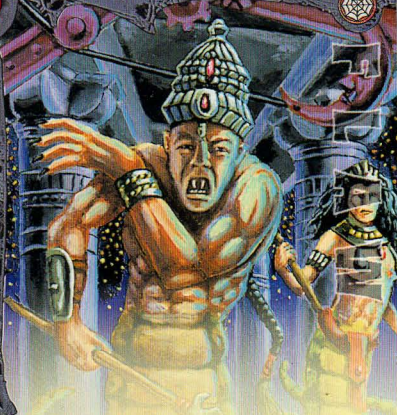
The ire of the Sluagh, once aroused, is not easily erased. All Sluagh add 1 to their score in any Test against you.

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NAGA

1

ENEMY



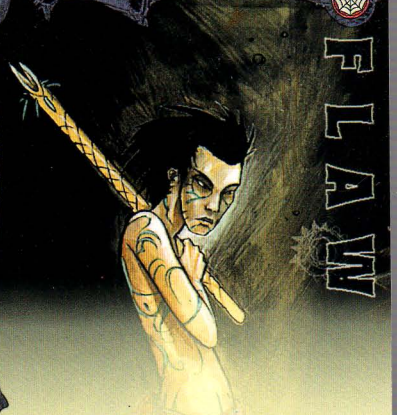
The Naga make bitter and long-lived foes. All Naga add 1 to their score in any Test against you.

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KOKUA

1

ENEMY



The jungle folk bear no love for you. All Kokua add 1 to their score in any Test against you.

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THE GREAT CALIPH

5

ENEMY



Al-Hazaz wants you nowhere near his cloud city, for your reputation as a rabble-rouser precedes you. His network of spies spreads rumors of your villainess. Your opponent may exhaust this Flaw and change any of your Savvy or Resolve Test victories to a defeat.

Your opponent may exhaust this Flaw at any time to cause a cloud city patrol to move you to any adjacent league.

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ALDRICH, THE MECHICIAN

5

ENEMY



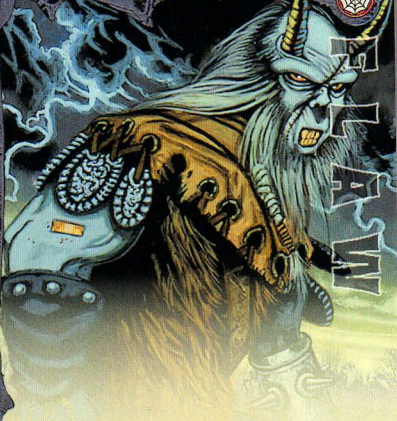
Aldrich knows what you're up to and wants to ensure your failure. His mechanical magic is legendary. Your opponent may select up to 5 points worth of Treasures to equip your opposing Waylays with. Only creature Waylays may use these Treasures. If you defeat the Waylay, any Treasures it carries are discarded.

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GURTHDASS

4

ENEMY



The oath-broken Troll Gurthdass has never particularly cared for you. If you have him as an Enemy, he is a part of your retinue, but will not fight as well as he can, effectively converting any of your Combat stalemates into losses. You may not take Gurthdass as an Ally.

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FASHION VICTIM

4

WEAKNESS



Regardless of your adventurous nature, you're a dandy and a fop. Your preposterously elaborate clothing often gets in your way, earning you a -1 in all Combat and Might Tests and Trials.

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BUMPKIN

4

WEAKNESS



Well, golly gee, would ya look at that! You are so amazed at the sights and sounds of the city that you suffer a -2 to Savvy and Combat Tests while on any league that features City, Road, Town, Bridge or Castle terrain.

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LORD GAMINE

6

ENEMY



Though you have taken on a mission on his behalf, you have the distinct feeling that Lord Gamine is using you as a decoy to draw Ironheart's attention while those he truly favors come into Middelmark elsewhere. All Waylay ratings on the Quests you undertake are increased by 4. This Flaw may never be exhausted.

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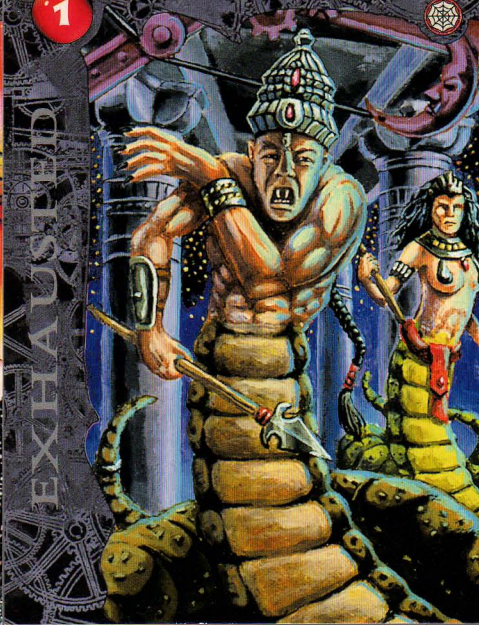
SIUAGH

1



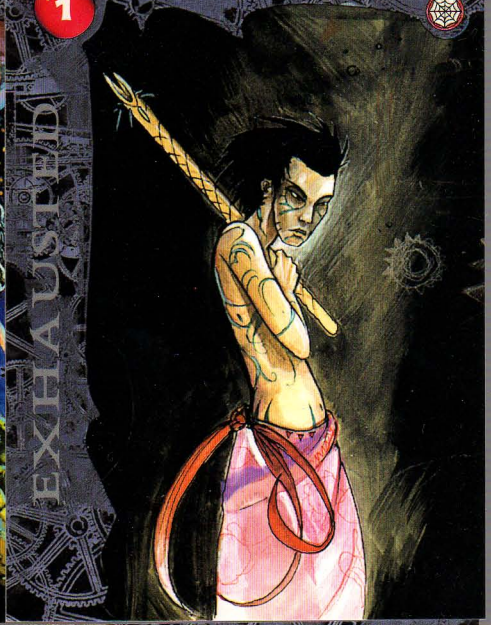
NAGA

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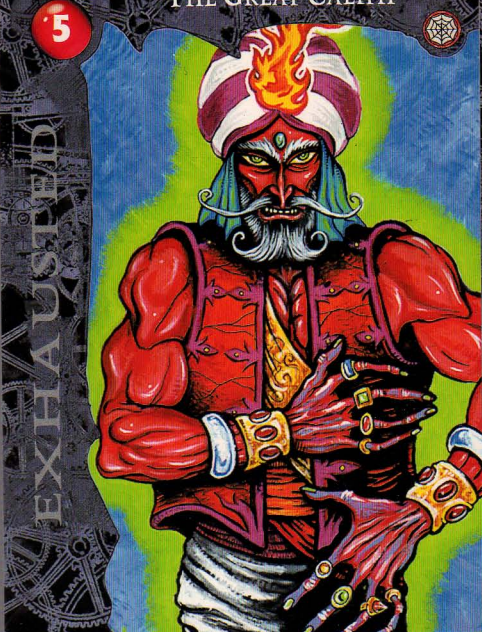
KOKUA

1



THE GREAT CALIPH

5



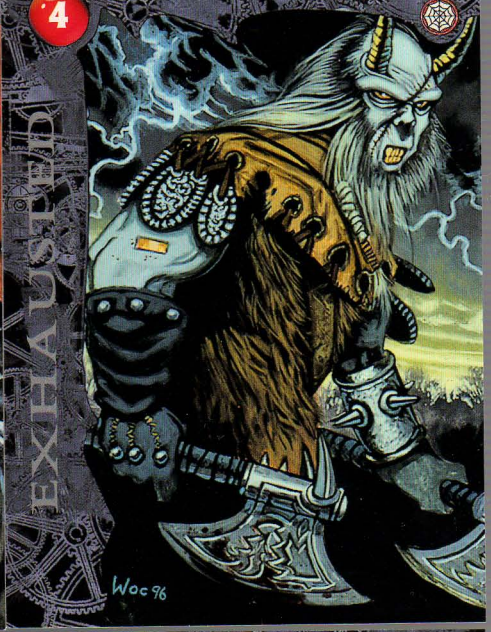
ALDRICH, THE MECHICIAN

5



GURTHDASS

4



FASHION VICTIM

4



BUMPKIN

4



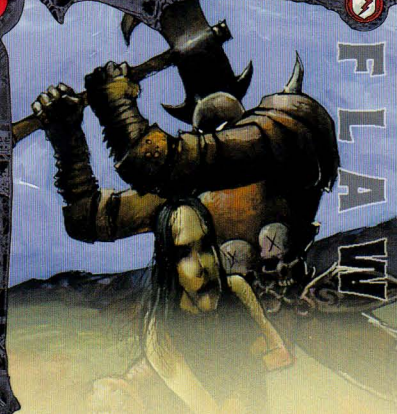
LORD GAMINE

6



4 **PACIFIST**

WEAKNESS **FLAW**



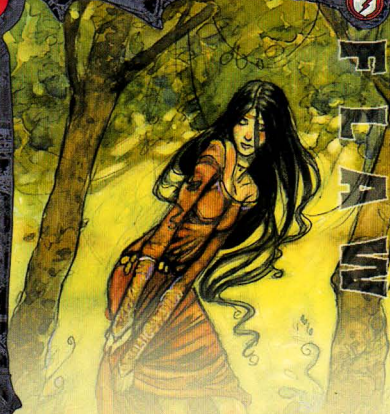
Give peace a chance. If presented with a choice on a Waylay, you must opt for the non-combat Test.

Your opponent may exhaust this Flaw to add 3 to the score of any Combat Waylay against you. This must be done just before you test.

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4 **TENDERFOOT**

WEAKNESS **FLAW**



You don't like all this untamed wilderness; someone should put a road here. You suffer a -2 to all Might and Resolve Tests when the League you are on does not have City, Road, Town, Bridge or Castle terrain.

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4 **VAIN**

WEAKNESS **FLAW**




You do everything well, and look great doing it. At least you think so. Your opponent may prove you wrong by exhausting this Flaw, thereby forcing you to lose any Savvy Test or Trial. This may be done after the Trial or Test is rolled.

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5 **BRAGGART**

WEAKNESS **FLAW**




Damn, you're smooth. On Might and Combat Tests, you must succeed by a margin of 2 or more, else your results are treated as a Stalemate.

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5 **STUPID**

WEAKNESS **FLAW**




You're about as sharp as boiled toast. Sometimes you even remember what you're doing. On every Day you wish to move, you must roll a die. On a roll of 6, you spend the day in your current league, looking at birds and pretty rocks.

Your opponent may exhaust this Flaw at the beginning of any Day, automatically forcing you to lose that Day.

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5 **SUBMISSIVE**

WEAKNESS **FLAW**



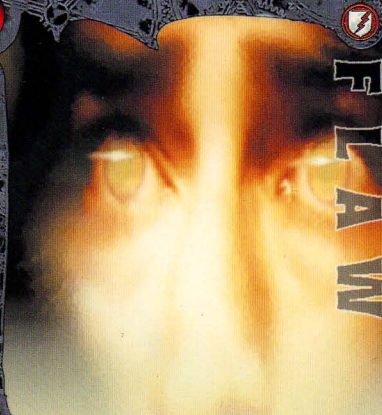
Some call you wishy-washy, but you're really a grade A wuss. All Savvy Stalemates are treated as defeats for you.

Your opponent may exhaust this Flaw at the beginning of your day and move you to 1 adjacent League of her choice, ignoring Enter and Leave Trials.

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6 **BLIND**

WEAKNESS **FLAW**

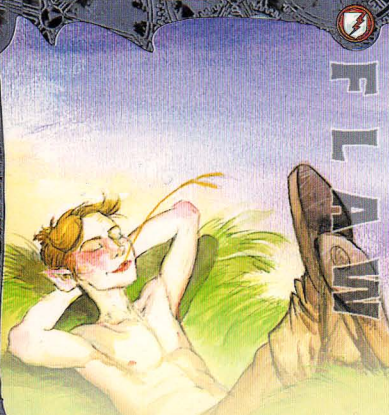


Arcadia's wonders become perils to those without sight. Your opponent may exhaust this Flaw on any Day after you finish moving, but before you do anything else. She may then place you on any League of her choice.

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6 **LAZY**

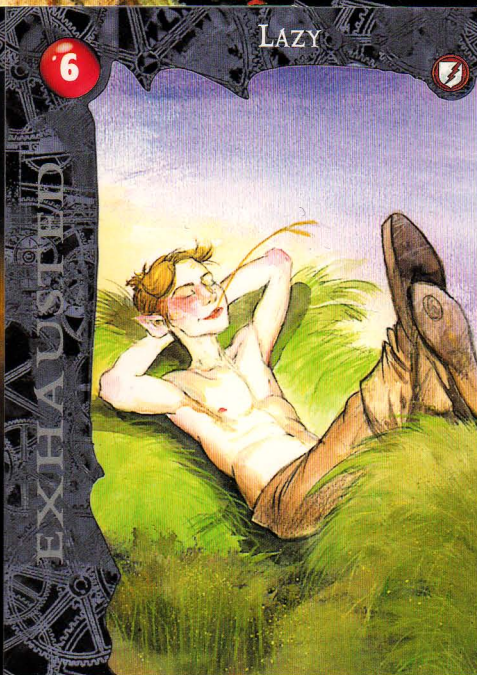
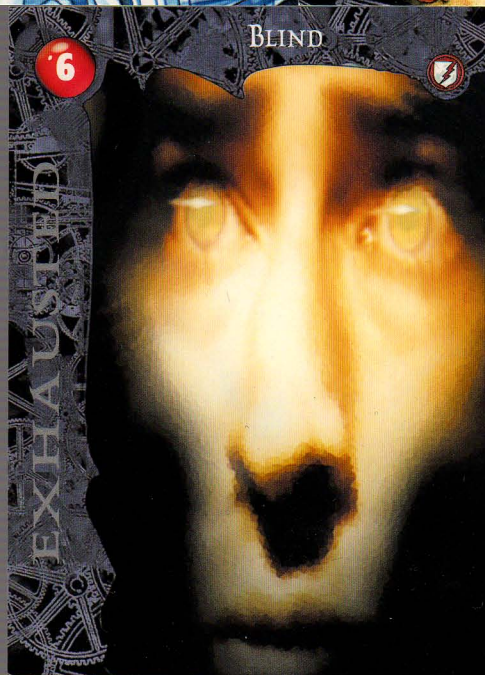
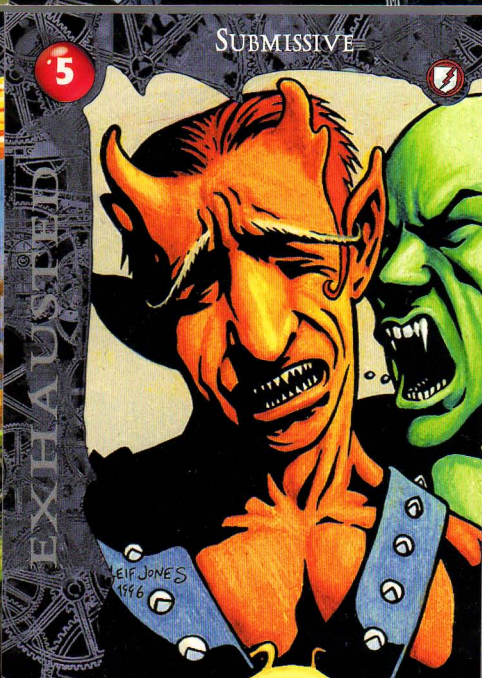
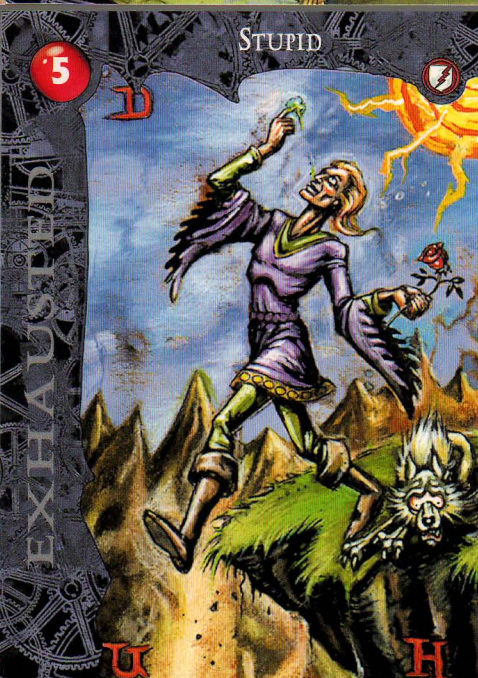
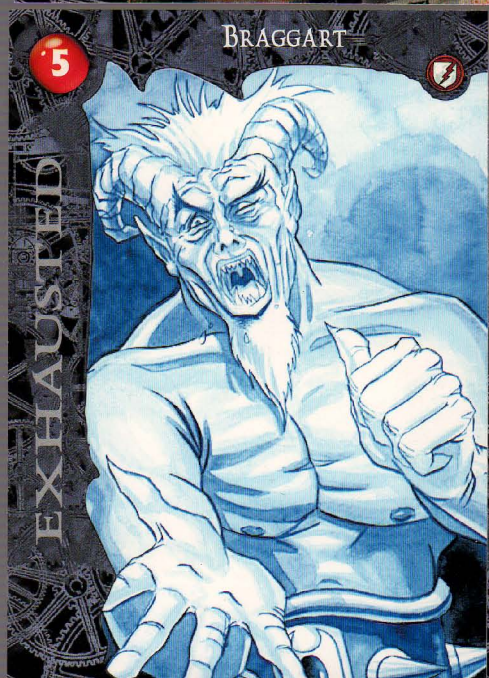
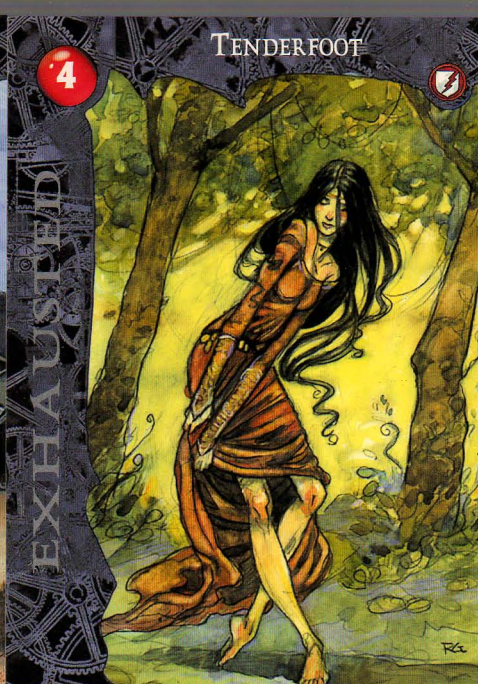
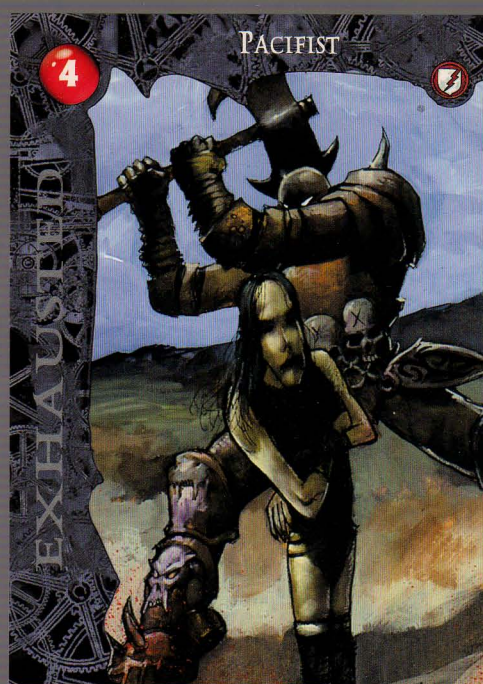
WEAKNESS **FLAW**



You'll get back to your quest sooner or later.... You must spend 2 Days in any league to gain the benefits of its Rest.

Your opponent may exhaust this Flaw to force you to do absolutely nothing (not even Rest!) on one of your Days.

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STORY PACK

The Invasion

Mechopolis. Capital city of Middlemarch. A nightmare city of iron, growing out of control, a twisted mechanical cancer devouring the landscape around it, darkening the skies with its smoke, thickening the sea and rivers with its industrial sludge. In its labyrinthine bowels, tortured slaves work to keep its fack Tories running. At its borders, cog armies crush its enemies, making way for the dark city's further expansion. And high in the gargantuan tower of iron at the city's center, the Mad King Ironheart cackles happily at all of this. He calls this "progress." Yet there are those who disagree. Like you.

What You Need to Play

In order to play *Acadia: King Ironheart's Madness* you need only one Story Pack and one Character Pack. You will also need 2 six-sided dice. If you do not have one readily available, go raid an old boardgame. Got 'em? Good. Now here's how to play....

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 Middlemarch, 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 a new League and encounter it or stay on his current League and encounter it. 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. Although a League may contain all of the above, these things 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 do not pass 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 encounter the 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 on your current Day. You must wait until the next 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 disfavor. 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 *Acadia: 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 its bonus 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: Eskal 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 game 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

KING IRONHEART'S MADNESS

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. If you are playing a preexisting character simply lay your cards out as described above.

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 an appropriate volume of Waylays equal to the Waylay rating of your opponent's Quest(s). You also select an appropriate volume of Treasures equal to the Treasure Rating of your Quest(s). Note: A Quest with a Treasure Rating of 6 allows you to select one 6-point Treasure, three 2-point Treasures, or any combination that adds up to 6. 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 and 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. There are two types of Terrain, Borders and City Walls, which require special attention. A Border is an end. No other League can ever 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. Any Terrain may be played beside a City Wall, except Borders of course.

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 the 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 working to 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 must turn the card over. While a Merit is exhausted you do not 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 resting if you wish to benefit from the League. 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, unless that will help you complete your Quest, in which case your opponent may place you where he likes. 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.

WINNING THE GAME

The game is over when one character completes her Quest(s). Each Quest has unique conditions which must be met for the Quest to be completed. If you're playing a Chronicle with continuing characters, the winning character gains 2 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 6 experience points, you may buy a 6-point Merit, two 3-point Merits, buy off a 6-point Flaw or two 3-point Flaws. For every 2 experience points a character has spent add 1 to the Waylay Rating of any Quests you undergo.

WELCOME TO ACADIA™

Acadia 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 that you will use to adventure through the fairy tale land of Acadia.

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 Acadia. Merits come in many shapes and sizes, but all they 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, Arts 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.

Arts—Arts, 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. Many characters have abilities related specifically to two types of Arts, Pyrexis 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.

1

STORY PACK

The Invasion

Mechopolis. Capital city of Middlemarch. A nightmare city of iron, growing out of control, a twisted mechanical cancer devouring the landscape around it, darkening the skies with its smoke, thickening the sea and rivers with its industrial sludge. In its labyrinthine bowels, tortured slaves work to keep its fack Tories running. At its borders, cog armies crush its enemies, making way for the dark city's further expansion. And high in the gargantuan tower of iron at the city's center, the Mad King Ironheart cackles happily at all of this. He calls this "progress." Yet there are those who disagree. Like you.

What You Need to Play

In order to play *Acadia: King Ironheart's Madness* you need only one Story Pack and one Character Pack. You will also need 2 six-sided dice. If you do not have one readily available, go raid an old boardgame. Got 'em? Good. Now here's how to play....

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 Middlemarch, 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

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). Be careful about bullying an opponent too much though, because he 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 in your Base Camp 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's or Waylay's Might Attribute.

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

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

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

For *Ironheart*, tests are done by rolling 2 dice and adding your base Attribute. This total is called your score. Your opponent rolls for the Waylay and adds 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 retset, 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 1 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.

8

7



ARMY ANT PLATOON

There is no "I." Only We.
The Nest is most vital.
The Nest never ends.

LEGEND



COURT CARD



DJINN MALE

Do not bother me with your concerns. Life is about rising above such petty things and living a full, engaging life. Allow me a loaf of bread, a book of verse, and thou, and I shall show you what is paradise enow.

LEGEND



COURT CARD



DJINN FEMALE

Do not bother me with your concerns. Life is about rising above such petty things and living a full, engaging life. Allow me a loaf of bread, a book of verse, and thou, and I shall show you what is paradise enow.

LEGEND



COURT CARD



FIANNA GAROU

I found my way to Arcadia years ago and have lived among my fae friends enjoying the pleasures of the fur. Now the time has come to fight, and seek out my place in legend.

LEGEND



COURT CARD



ESHU FEMALE

We are wanderers. We love the land as we love our families, and our taste for adventure and romance rivals that of any other folk. Sit and hear a tale, and I shall tell you of a fight that must be fought.

LEGEND



COURT CARD



ESHU MALE

We are wanderers. We love the land as we love our families, and our taste for adventure and romance rivals that of any other folk. Sit and hear a tale, and I shall tell you of a fight that must be fought...

LEGEND



COURT CARD



RACCOON POOKA

Hey, c'mon, let's go! I know where we can find some neat stuff, and some tasty snacks, and I know a Satyr hangout where we can really have some fun! Oh, well, yeah, this is your sword...but c'mon, let's go!

LEGEND



COURT CARD



GREMLIN FEMALE

Mischief is in our blood, but Ironheart's tolerance for our mechanical pranks is low. He's made life a workaday hell, not realizing that all work and no play makes Jack a real pissed off Gremlin.

LEGEND



COURT CARD



GREMLIN MALE

Mischief is in our blood, but Ironheart's tolerance for our mechanical pranks is low. He's made life a workaday hell, not realizing that all work and no play makes Jack a real pissed off Gremlin.

LEGEND



COURT CARD



ARMY ANT PLATOON



SPECIAL: SWARM

You may exhaust a Merit to turn any Might or Combat Test or Trial into a Resolve Test or Trial.



DJINN MALE



SPECIAL: DASHING

You gain a +2 to any Savvy Test vs. a female character.



DJINN FEMALE



SPECIAL: SULTRY

You gain a +2 to any Savvy Test vs. a male character.



FIANNA GAROU



SPECIAL: FRENZY

You may exhaust 1 Resolve Ability to add 1 to your Combat rating for the duration of a single fight against an opponent (no matter how many tests).



ESHU FEMALE

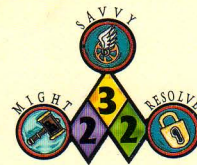


SPECIAL: FAR TRAVELLER

You do not need to roll Terrain Trials on any League you have already visited during the current game.



ESHU MALE



SPECIAL: RAPSCALLION

Immediately after defeating any Savvy Waylay, you may move to any adjacent League you haven't been on yet, ignoring the Enter requirement.

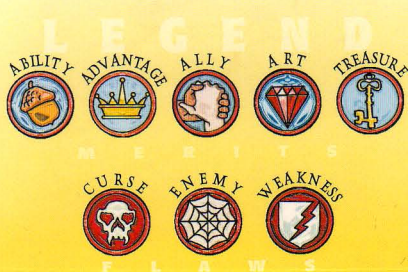


RACCOON POOKA



SPECIAL: SCAVENGE

You may add 2 to your Quest Treasure rating. You may also immediately pick up a Quest Treasure on the Day you enter the League it's on, before encountering anything else on that League. This does not count as your encounter on that Day.



GREMLIN FEMALE



SPECIAL: MACHINE MASTERY

You may make a Resolve Trial 6 immediately after defeating any mechanical (or cog) Waylay. If you pass this Trial, you may use the Waylay as an Ally in any Trial or Test in which it has an Attribute rating on the following Day. Gremlins are always Unseele.

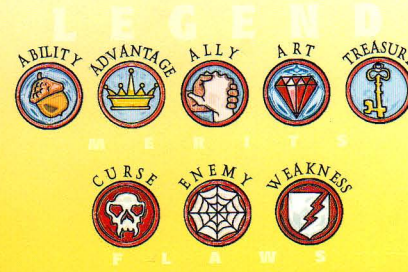


GREMLIN MALE



SPECIAL: SNAFU

You may exhaust any Merit to automatically defeat any mechanical (or cog) Waylay. Gremlins are always Unseele.





MECHORG

M A L E

A victim of Ironheart's experiments, I was forced into service as a messenger in Mechopolis. I hated it, and I hated him. So I quit.



KOKUA

F E M A L E

We are the warriors of the Menehune, yet we see our path as one of peace. Harmony is vital to the fullness of life. We are workers toward that harmony.



KOKUA

M A L E

We are the warriors of the Menehune, yet we see our path as one of peace. Harmony is vital to the fullness of life. We are workers toward that harmony.

LEGEND



LEGEND



LEGEND



NAGA

F E M A L E

We are the ancient mysteries, the strangest magics. The forgotten places are ours to roam. Do not cross us, for our humor is likely beyond your understanding.



NAGA

M A L E

We are the ancient mysteries, the strangest magics. The forgotten places are ours to roam. Do not cross us, for our humor is likely beyond your understanding.



MECHORG

F E M A L E

Once I was beautiful, a flower in my family's court. Ironheart changed that. Now I shall use the unnatural strength he forced on me to help in his destruction.

LEGEND



LEGEND



LEGEND



SLUAGH

M A L E

You ask me about myself and my people? Get away...we are the keepers of secrets, not the givers of them.



TRITON

The sea is ours. Ironheart corrupts our domain with his filth, and this shall not stand. It is past time to end his war against the ways natural, and to take his very head off with our claws.



SELKIE

F E M A L E

We are dwellers on the sea and shore, and Ironheart's expansion endangers both. Worse, he has used seal skins he has stolen to enslave some of our folk, and for this he can never be forgiven.

LEGEND



LEGEND



LEGEND





MECHORG

M A L E



SPECIAL: URBAN COGNITION
You may disregard Enter and Leave Trials in City or Town Leagues.



KOKUA

F E M A L E



SPECIAL: FLEET OF FOOT
When you successfully Enter a League and are not Waylaid, you may exhaust any Ability to move 1 extra League, once per Day. Kokua must be Seelie.

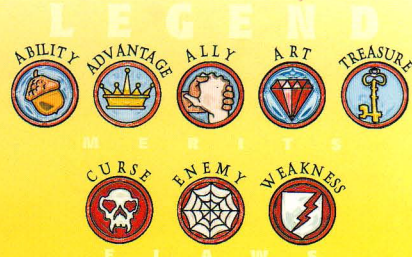
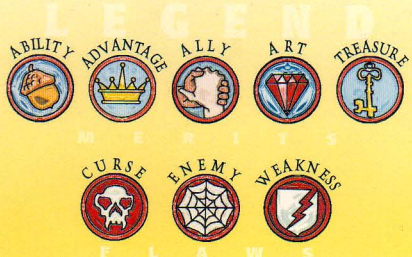


KOKUA

M A L E



SPECIAL: WARRIOR
You may opt to Test again at -1 to your roll after losing any Combat Test. This is done after you've exhausted a Merit for the failure, and is not considered a re-test. Kokua must be Seelie.



NAGA

F E M A L E



SPECIAL: WITCHERY
You may begin the game with 2 free points or 4 free points of Imagery Arts. These points are not part of your basic starting points and do not count towards your total points.



NAGA

M A L E



SPECIAL: MYSTICISM
You may begin the game with 2 free points or 4 free points of Pyretics Arts. These points are not part of your basic starting points and do not count towards your total points.

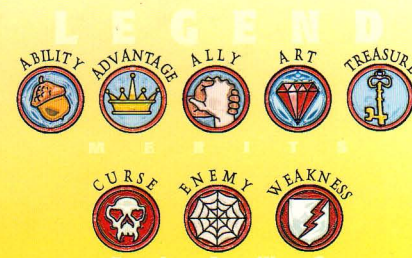
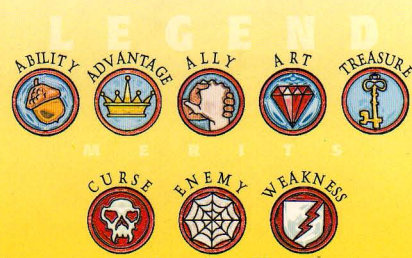


MECHORG

F E M A L E



SPECIAL: POWER
You may exhaust 1 Might Ability to re-test any Might Trial.



SLUAGH

M A L E



SPECIAL: SECRETS
You may exhaust any Merit to subtract 2 from any 1 roll being made by an opponent.



TRITON



SPECIAL: SCUTTLE
You may move diagonally from League to League.

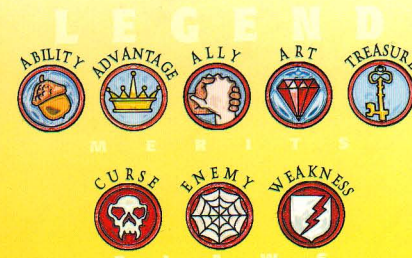
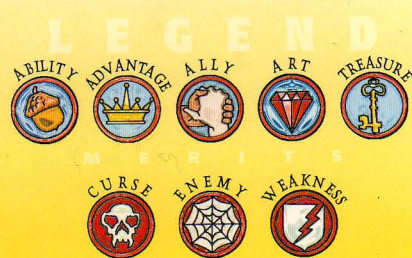
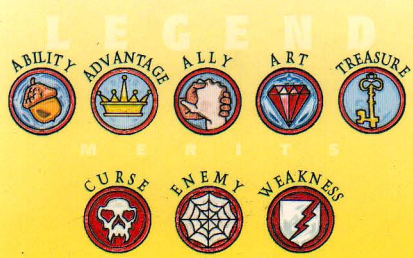


SELKIE

F E M A L E



SPECIAL: SLEEK
When on a Lake, Ocean or River League, any Combat or Savvy Test you lose is considered a stalemate.





SLUAGH

F E M A L E



SPECIAL: SHADOW LIFE

You may add 1 to any Tests or Trials on City Sewer, Ruins, Cave or City Wall Leagues.

LEGEND



F L A W S



SLUAGH

F E M A L E

You ask me about myself and my people? Get away...we are the keepers of secrets, not the givers of them.

LEGEND



C O U R T C A R D



RENEGADE

C O G



SPECIAL: SELF-REPAIR

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

LEGEND



F L A W S



RENEGADE

C O G

Granted self-awareness to better oversee the slaves, I felt guilt for my function in Ironheart's tyranny. I now fight my maker and my own kind to make amends.

LEGEND



C O U R T C A R D



GREMLIN M A L E



SPECIAL: SNAFU

You may exhaust any Merit to automatically defeat any mechanical (or cog) Waylay. Gremlins are always Unseele.



GREMLIN F E M A L E



SPECIAL: MACHINE MASTERY

You may make a Resolve Trial 6 immediately after defeating any mechanical (or cog) Waylay. If you pass this Trial, you may use the Waylay as an Ally in any Trial, or Test in which it has an Attribute rating on the following Day. Gremlins are always Unseele.



RACCOON P O O K A



SPECIAL: SCAVENGE

You may add 2 to your Quest Treasure rating. You may also immediately pick up a Quest Treasure on the Day you enter the League it's on, before encountering anything else on that League. This does not count as your encounter on that Day.



ESHU M A L E



SPECIAL: RAPSCALLION

Immediately after defeating any Savvy Waylay, you may move to any adjacent League you haven't been on yet, ignoring the Enter requirement.



ESHU F E M A L E



SPECIAL: FAR TRAVELLER

You do not need to roll Terrain Trials on any League you have already visited during the current game.



FIANNA G A R O U



SPECIAL: FRENZY

You may exhaust 1 Resolve Ability to add 1 to your Combat rating for the duration of a single fight against an opponent (no matter how many tests).



ARMY ANT PLATOON



SPECIAL: SWARM

You may exhaust a Merit to turn any Might or Combat Test or Trial into a Resolve Test or Trial.



DJINN MALE



SPECIAL: DASHING

You gain a +2 to any Savvy Test vs. a female character.



DJINN FEMALE



SPECIAL: SULTRY

You gain a +2 to any Savvy Test vs. a male character.



SLUAGH MALE



SPECIAL: SECRETS

You may exhaust any Merit to subtract 2 from any 1 roll being made by an opponent.



RENEGADE COG



SPECIAL: SELF-REPAIR

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

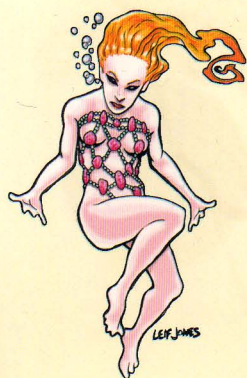


SLUAGH FEMALE



SPECIAL: SHADOW LIFE

You may add 1 to any Tests or Trials on City Sewer, Ruins, Cave or City Wall Leagues.



SELKIE

F E M A L E



SPECIAL: SLEEK

When on an Lake, Ocean or River League, any Combat or Savvy Test you lose is considered a stalemate.



MECHORG

F E M A L E



SPECIAL: POWER

You may exhaust 1 Might Ability to re-test any Might Trial.



MECHORG

M A L E



SPECIAL: URBAN COGNITION

You may disregard Enter and Leave Trials in City or Town Leagues.



TRITON



SPECIAL: SCUTTLE

You may move diagonally from League to League.



NAGA

M A L E



SPECIAL: MYSTICISM

You may begin the game with 2 free points or 4 free points of Pyretics Arts. These points are not part of your basic starting points and do not count towards your total points.



NAGA

F E M A L E



SPECIAL: WITCHERY

You may begin the game with 2 free points or 4 free points of Imagery Arts. These points are not part of your basic starting points and do not count towards your total points.



KOKUA M A L E

SPECIAL: WARRIOR

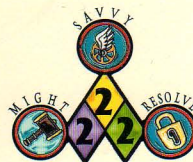
You may opt to Test again at -1 to your roll after losing any Combat Test. This is done after you've exhausted a Merit for the failure, and is not considered a re-test. Kokua must be Seelie.



KOKUA F E M A L E

SPECIAL: FLEET OF FOOT

When you successfully Enter a League and are not Waylaid, you may exhaust any Ability to move 1 extra League, once per Day. Kokua must be Seelie.





DARK YEOMAN'S QUEST: JACKO D'RAKK

Long ago, the vile bog lord Jacko D'Rakk, an eater of other fae, stole from the Dark Yeoman a protective amulet called the Blood Key. She believes you will need this item in your future trials, and sends you trudging through Jacko's Bog to get the key from him.

The Jacko's Bog League may not be placed during setup. After the map is placed, your opponent places the Jacko's Bog League (or a League to represent it). You must travel to the Bog without the aid of any transportation-oriented Merit or power (it's tough getting through that swamp!). Once there, defeat Jacko in Combat (his Combat is 5), and return to Base Camp to complete your Quest.

EXPERIENCE: 2

V



THE DARK YEOMAN'S DREAM TEST

In Mirron, you encounter the Dark Yeoman, a hero from myth. She sees to your wounds and feeds you, but then ensorcells you. You find yourself undertaking a quest across a bizarre dream landscape.

After the map is placed, your opponent adds the Mirron League (or a League to represent it) as your Base Camp. She selects 1 Waylay of each type, and 2 Leagues you must visit. You must travel to each League, then return to Mirron and pass a Resolve Trial difficulty 5 to awaken, finishing the Quest. The dreamscape is different though: You use your Savvy against Might Tests and Trials, Resolve against Savvy and Might against Resolve. If you encounter a Combat Waylay roll 1 die. The result is your Combat Attribute for that Test only. You may not encounter other Characters nor may they encounter you while you're on this Quest.

EXPERIENCE: 2

III



BORDER RUN

Mad King Ironheart's army has attacked the border of Ardenmore. Already, the first line of defense at Irondeew Keep has been crushed, and the Keep itself lies in ruins. Ironheart's cog armies seem unstoppable, and it's only a matter of time before they reach Eidolon itself. Lord Gamine sends you on a mission into Middlemarch, to find the secret to stopping Ironheart's forces before it's too late.

Your opponent selects a League. You must go from Base Camp to that League, facing a Waylay on each League you enter along the way. Your opponent may choose only Waylays of rating 6 or lower, but may disregard their Terrain restrictions. You may not use any Merits to advance your movement or to skip Leagues entirely. Other characters cannot encounter the Waylays played against you.

EXPERIENCE: 2

I



THE THIRD EYE

The Naga tell you that to awaken the sleeping giant, you must return to him his Third Eye. They tell you where it is hidden, and you go there and dig it up, finding an enormous gemstone. You lug it across the landscape, growing ever wearier, until luckily encountering a caravan that carries you and the Eye back to the Giant.

Your opponent places a Treasure card under a League of her choice to represent the Third Eye. You must go to this League, undergo a Might Trial difficulty 6 to gain the Eye, then take the Eye to another character and defeat her in a Savvy Test, convincing her to take it.

EXPERIENCE: 2

IX



THE SECRET OF THE SLEEPING GIANT

The Dark Yeoman tells of a town of dwarves inside a sleeping stone giant. To force Ironheart to pull his armies from Ardenmore, you travel to the town to ask the giant to attack the city. The dwarves cannot wake him, and say the Naga put him to sleep and only they know how to wake him. You go to the Wastelands, to the ruins of Srisan, and convince the Naga to give you the secret.

After the map is placed, your opponent places the Sleeping Giant (or a League to represent it) and chooses a League to represent Srisan. Go to the Giant, then the Naga, where you undergo a Savvy Test against their wisemen (Savvy 6) each day until you convince them to tell the secret.

EXPERIENCE: 2

VIII



DARK YEOMAN'S QUEST: DECOY

You return from Jacko's Bog to discover that a cog dragoon is searching the Marsh of Filth for you. The Dark Yeoman must maintain the illusions obscuring Mirron while you act as a decoy to keep the cog from discovering the city.

The Mirron League can't be placed during setup. Once Base Camps are selected, your opponent places the Mirron League, and a Cog Waylay 2 Leagues away from Mirron but between you and Mirron. Other cards can represent Mirron or the Cog Waylay. The Cog Waylay remains in place until you encounter it, when you can engage it in a Savvy Test (The Cog Waylay has Savvy 3). If successful, you may move the Cog 1 League in the direction of your choice. If you fail, your opponent may move the Cog 1 League in the direction of his choice. This Waylay can never be a Combat Waylay. Other Waylays may be played on the same League as the Cog. Your opponent cannot encounter this Waylay. Your Quest is complete when you lure the Cog back to your Base Camp.

EXPERIENCE: 2

VI



RALLY THE SLAVES

You forced Ironheart to pull his troops from Ardenmore (a brief respite, alas, they're headed back) and halted production of more cog troops. Now it's time to sow discord among those he's enslaved. It's difficult: their spirits are nearly broken. But with the help of your friends in the resistance, you reignite the spark of hope.

Your opponent places the Kenu, Escaped Kokua Slave Ally (or any card to represent him) under a League of his choice. You must go to this League, make a Savvy Test against Kenu's Savvy of 3 to convince him to fight, then return to Base Camp with Kenu unexhausted to complete your Quest.

EXPERIENCE: 2

XIII



ENSLAVED!

Your giant ally defeated in battle with the cogs, you find yourself taken prisoner and put to work in one of King Ironheart's Fack Torsys. In righteous fury, you break free and make your way through the shadows of Mechopolis to find your equipment and friends.

Your opponent places your Allies and Treasures under Leagues of his choice, and selects a City League (or a League to represent it if none are available) as your Base Camp. Your opponent also selects a League which will be your destination League. Before attempting to leave your Base Camp, or Resting, you must pass a Might Trial difficulty 5 to bust out of your chains. You then must recover at least 3 of your Allies or Treasures, and reach your destination League.

EXPERIENCE: 2

XI



ASSAULT ON MECHOPOLIS

Returning to the sleeping giant, you awaken him by placing the Third Eye into its place on his brow. You petition him to join in an attack on Mechopolis. He agrees. As he wrecks the city, Ironheart is forced to call his troops back from Ardenmore to face this new threat. Alas, the might of his cog machines is great, and they destroy the giant, sending you scrambling to avoid being crushed as he falls.

Your opponent designates four Leagues as city Leagues. Go to each and make a Might Trial difficulty 85 to destroy it. Use the Giant's Might 80 for any Might Tests or Trials. Destroyed Leagues remain on the map with no change in game effects. When the last League is destroyed, pass a Resolve Trial difficulty 4 to avoid the falling giant. If you pass this Resolve Trial, your Quest is complete. If you fail you must dig out from underneath the giant (pass a Might Trial difficulty 8; use your own Might for this one, the giant's dead).

EXPERIENCE: 2

X



QUEST

DARK YEOMAN'S QUEST: JACKO D'RAKK

Go to Jacko's Bog and beat him in Combat to take the Blood Key from him, then return to Mirron.

26
8

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QUEST

THE DARK YEOMAN'S DREAM TEST

Travel to two selected Leagues, defeating a Waylay of each type (Combat, Might, Savvy, & Resolve) along the way, to show that you are capable of the Dark Yeoman's mysterious mission.

25
7

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QUEST

BORDER RUN

Travel from your Base Camp to a League chosen by your opponent, defeating a Waylay on each League you enter until you reach your destination.

30
4

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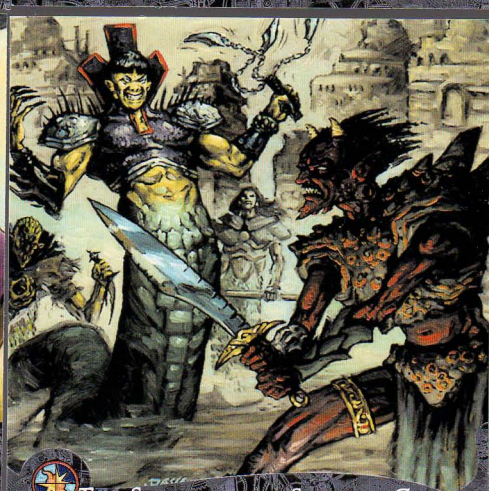
QUEST

THE THIRD EYE

Travel to the secret burial site of the Third Eye. Excavate this Treasure. Take the Eye to another character and give it to him.

25
5

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QUEST

THE SECRET OF THE SLEEPING GIANT

Travel to the village of the sleeping giant, then to Srisan, the ruins of the Naga, to convince them to tell you how to wake him.

25
10

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QUEST

DARK YEOMAN'S QUEST: DECOY

Travel to three specific Leagues, using Savvy to make a Waylay chase after you rather than going to Mirron.

25
4

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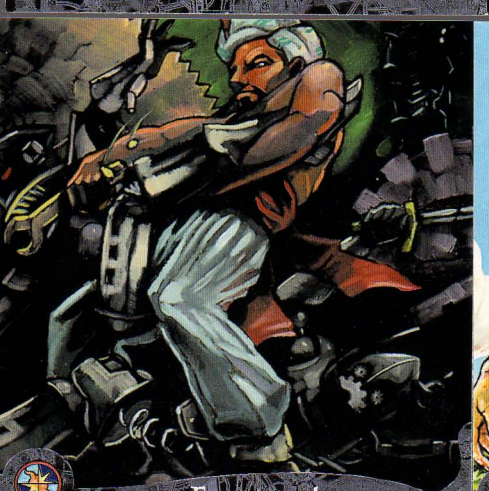
QUEST

RALLY THE SLAVES

Find Kenu, Escaped Kokua Slave. Make a Savvy Test to convince him to join you in the fight against Ironheart, then return to Base Camp with Kenu unexhausted.

28
8

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QUEST

ENSLAVED!

Escape from a City League and retrieve your Allies and Treasures, then return to your Base Camp.

28
5

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QUEST

ASSAULT ON MECHOPOLIS

Travel with the stone giant (and the dwarven townfolk who live inside him) to 4 specific Leagues and make Might Trials to destroy them. Then pass a Resolve Trial to avoid being crushed by the falling giant.

29
4

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RAID ON GENERAL MOTORS' WORKSHOP

Having built a foundation of resistance within Mechopolis, it is almost time to leave and gather more allies outside it's walls. But first you break into the workshop of General Motors, stealing the master blueprints of the city.

Your opponent selects a League to represent General Motors' Workshop (preferably a City League), placing the Mechopolis Blueprints (or a Treasure to represent it) beneath it as a Quest Treasure. You must recover the Blueprints and return to Base Camp. But as soon as you have the Blueprints, and are 2 Leagues away from the Workshop, your opponent places the General Motors Waylay (or a Combat Waylay of Rating 8 or less to represent him) on the Workshop League and on each of your opponent's Days he may move General Motors 1 League. If encountered, General Motors is a Combat Waylay. General Motors pursues you each Day until defeated or you reach Base Camp and complete the Quest.

EXPERIENCE: 2

XIV



Stowaway!

The time has come to escape the city. Ironheart's Cog Slavers send Barges to and from the Dam near Kaihikaai, the Waterfall City of the Kokua, to ferry slaves back and forth. You slip aboard one of these barges and make your way out of the city.

Once the Leagues are placed your opponent selects your Base Camp, the Slave Pit League and the Dam League. If these Leagues are already in play your opponent can rearrange the Map so that both your Base Camp and the Dam League are each at least 4 Leagues away from the Slave Pits. You must go from Base Camp to the Slave Pits. Once there, pass a Resolve Trial difficulty 5 to stow aboard a slave barge. The barge moves at 1 League per day toward the Dam, ignoring Terrain Trials. If you encounter a Waylay you must also pass a Resolve Trial difficulty 4 to avoid being spotted. If you fail the Barge automatically returns to the Slave Pits and you must attempt to stow away again.

EXPERIENCE: 2

XV



KOKUA RAID

The Waterfall City is free! Now, if the Kokua are to join the fight against Ironheart, their spirits must sing. You take a war party to the dam holding back their river, fight your way through the cog forces guarding it, and destroy it, freeing the river to once more flow through the city.

After the map is placed, your opponent places the Dam League (or a League to represent it) and 2 Combat Waylays (cog Waylays if available) on 2 other Leagues; these Waylays count as part of your Quest's Waylay rating. You must defeat the 2 Waylays, then go to the Dam and pass a Resolve Trial difficulty 7 to destroy it.

EXPERIENCE: 2

XVII



THE FLOATING CITY

There is one more ally you need to help in the war against Middlemarch: the Djinn of Qadan. You journey far and long until you find the floating city, and manage to convince those above to drop one of their lift-baskets for you. After several days, you convince them to let you see the Great Caliph.

After the map is placed, but before Base Camps are chosen, your opponent places a counter to represent the Qadan League atop another League. Every Day, the player whose Day it is rolls a die and Qadan moves 1 League, 1: up, 2: right, 3: down, 4: left, 5: in the direction the player chooses, 6: in the direction the player's opponent chooses. You must land on the same League as Qadan, then pass a Resolve Trial difficulty 6 to get up to it. You must then pass a Savvy Trial difficulty 7 to meet with the Great Caliph. Your Quest is complete when your audience has been granted.

EXPERIENCE: 2

XVIII



THE STEAM DRAKE'S LAIR

The pieces are in place. Slave rebellion within. Ground assault by Kokua. The Cloud City attacking from above, the Ants from below. You sneak back into Mechopolis; in all the chaos, you will free the slaves and find a way to permanently stop Ironheart. But while sneaking through the tunnels beneath the city, you encounter the Steam Drake...a vicious beast of Cold Iron, and your blood runs cold.

Your opponent places the Steam Drake Waylay (or any other Combat Waylay of rating 9 or less) on a League of her choice, but not within 3 Leagues of your Base Camp. Your opponent rolls a die each of her Days to move the Steam Drake 1 League, ignoring Terrain: 1: the Drake goes north, 2: south, 3: east, 4: west, 5: remains in the same League, 6: your opponent chooses the direction of movement. You must go from Base Camp to the Slave Pits (a League chosen by your opponent). Once at the Slave Pits you must pass a Resolve Trial difficulty 6 and remain in that League for 3 consecutive Days. If the Drake catches you, you must defeat it before you may complete your Quest.

EXPERIENCE: 2

XX



UNWIND THE KEY

Upon rescuing the wizard Tiberius from Ironheart's slavery, you find him a surprise ally. After his failures in deposing Lord Gamine, he has suffered at the hands of his previous allies. He tells you that Ironheart is not the mastermind behind the expansion of Middlemarch, but is merely a puppet to another wizard, Aldrich, who was also part of the conspiracy that imprisoned Lord Gamine. He further says that to stop the cog armies in their tracks, you must unwind the great mechanical key at the center of Ironheart's Tower, so you fight your way to the key and set about the mighty task.

After the map is placed, your opponent places the Ironheart's Tower League (or a League to represent it). You must reach this League, then pass Might Trials difficulty 6 on 3 consecutive days to unwind the key. If you fail a Trial, you lose your grip on the key and must restart the process. Appropriate Waylays may be played against you each day you are in the Tower.

EXPERIENCE: 2

XXII



ALDRICH, THE MECHICIAN

You have unwound the cog key and broken it, ending the mechanical magic powering Ironheart's cog armies. The war is over. But Aldrich is still free, and you must bring him to justice. You battle your way through the gargantuan tower, seeking the conniving wizard. When you find him, he is not pleased at your interloping. You are shocked to see duplicates of you and your allies at his side, exactly like you except for the whirring clatter of the cogs within them as they attack you. Barely, you manage to defeat this dark version of yourself, only to find yourself in battle with the Mechanician himself... and he is a frightening foe indeed.

Your opponent chooses 3 Leagues (City Leagues if possible) that you must visit. You must then return to Base Camp and encounter a cog version of yourself whose Combat rating is your Might +2. When you have succeeded, defeat Aldrich, Combat rating 5, to complete the Quest.

EXPERIENCE: 2

XXIII



THE DARKENING

The glow of victory is abruptly snuffed out as dark clouds roll in over Mechopolis, and its inhabitants freeze to stone. Only you and your dearest allies remain flesh, and the humming warmth of the Blood Key at your throat indicates that it is through its magic that you have been preserved. But your bonding with the key isn't yet complete, and you feel the stiffness seep into your flesh. Grimly making way out of the Tower, you come upon King Ironheart himself, fallen from his mechanical throne and broken to pieces like a discarded toy. Your best avenue of escape is to leave Middlemarch as quickly as possible - via the Floating City of Qadan.

Your opponent selects a League which you must travel to, representing the League over which Qadan floats. Each Day, you must roll a die to travel. On a 1 the Darkening creeps upon you, forcing you to skip the Day and take no action. You must Travel to the League where Qadan is and pass its Enter (Resolve Trial difficulty 6) to board it, completing your Quest. If The Floating City is in play, use its rules for movement during your Quest.

EXPERIENCE: 2

XXIV



ESCAPE THE GREAT CALIPH'S WRATH

It is imperative you return to Eidolon quickly, to give Lord Gamine news of the Darkening coming to Middlemarch. Realizing that the Floating City of Qadan is the swiftest way, you rush to board it, only to find the Great Caliph is not forgiving of your tricking the Djinn into the war. He insists you bring him 2 Treasures from Middlemarch before he will take you to Eidolon.

Your opponent places 2 of your Quest Treasures where she chooses, and places a counter representing Qadan on a League of her choice. Qadan is your Base Camp. You must go from Qadan, recover the Treasures, then successfully reenter Qadan (Resolve Trial difficulty 6) and give the Treasures to the Great Caliph to placate him.

Qadan moves on each player's Day. The player whose Day it is rolls a die and Qadan moves 1 League, 1: up, 2: right, 3: down, 4: left, 5: in a direction the player chooses, 6: in a direction the player's opponent chooses.

EXPERIENCE: 2

XXV



QUEST

RAID ON GENERAL MOTORS' WORKSHOP

Travel to General Motors' Workshop, steal the Mechopolis Blueprints, then evade the General himself and return to Base Camp.

30
9

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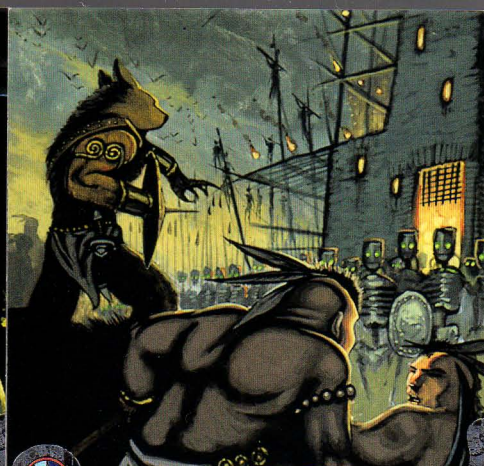
QUEST

STOWAWAY!

Travel to the Slave Pits and stow aboard a barge which will take you to the great dam near Kaihikaai, the Waterfall City.

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8

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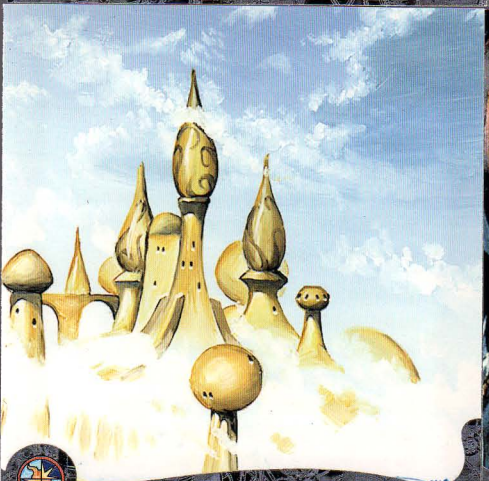
QUEST

KOKUA RAID

Travel from Base Camp to the Dam League, defeat three cog Waylays, then destroy the Dam.

30
8

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QUEST

THE FLOATING CITY

Chase down Qadan, the Floating City, get on, and meet with the Great Caliph.

32
4

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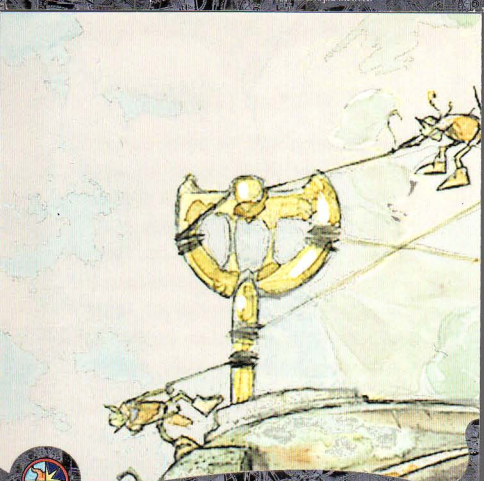
QUEST

THE STEAM DRAKE'S LAIR

Sneak into Mechopolis, avoiding the Steam Drake if possible. If encountered dispose of the beast once and for all.

31
4

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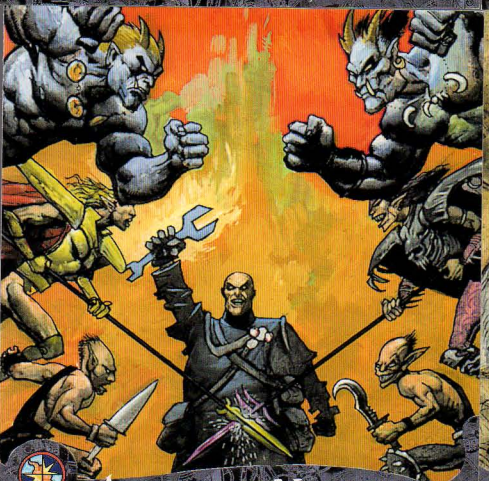
QUEST

UNWIND THE KEY

Travel to King Ironheart's Tower and unwind the Key which powers his Cog armies.

32
6

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QUEST

ALDRICH, THE MECHICIAN

Travel to 3 different city Leagues and return to your Base Camp to confront Aldrich and his cog replica of yourself.

20
9

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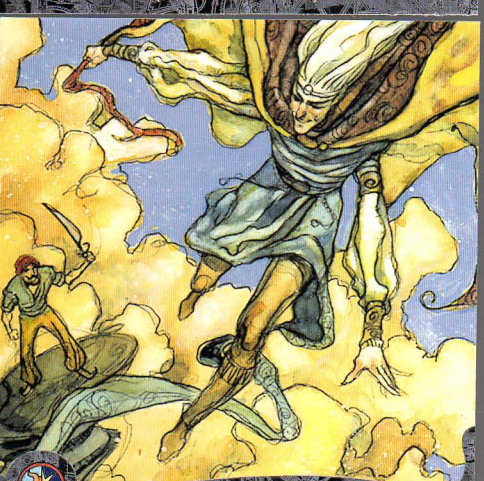
QUEST

THE DARKENING

Escape the Darkening and rush to the relative safety of Qadan, the Floating City.

28
4

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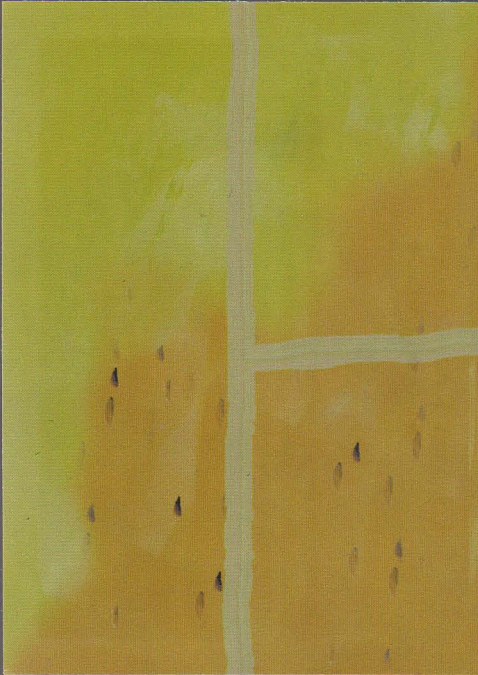
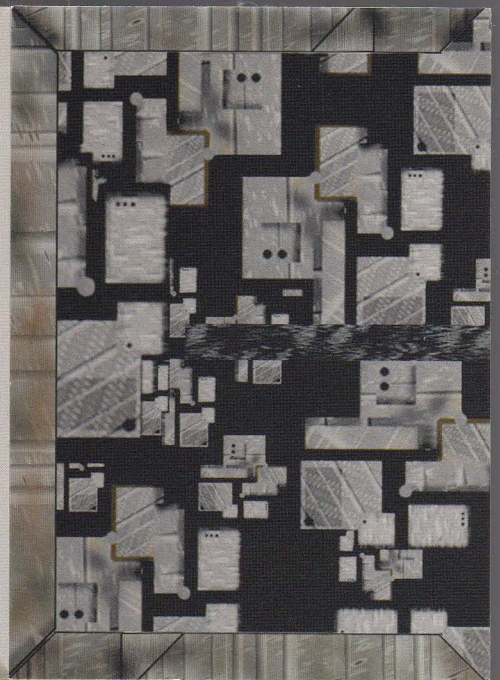
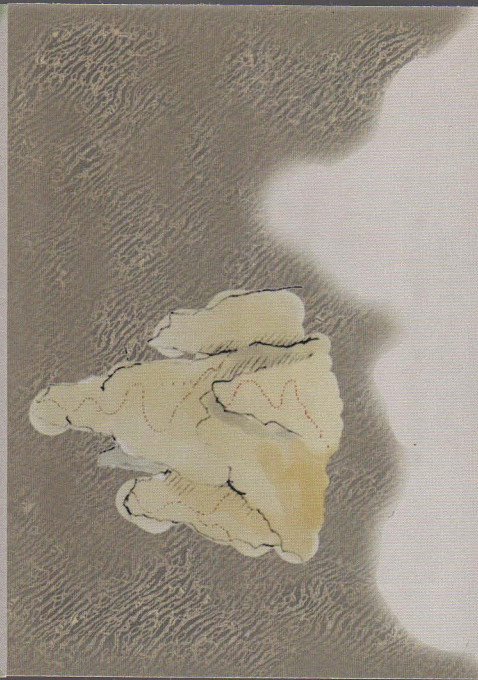
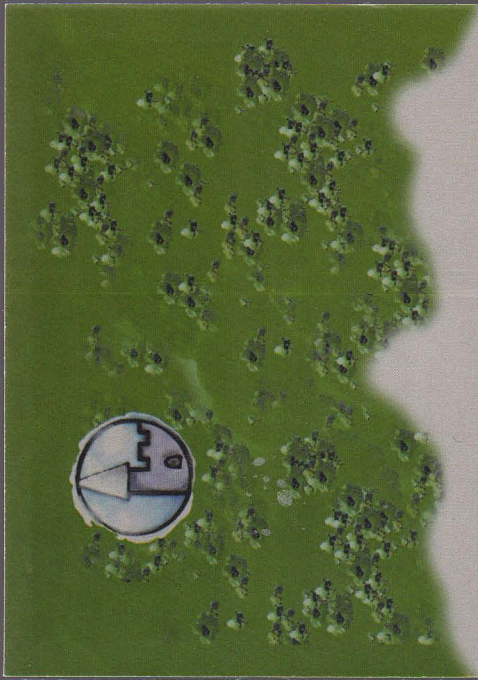
QUEST

ESCAPE THE GREAT CALIPH'S WRATH

Placate al-Hazaz, the Great Caliph, by returning to Middlemarch and finding 2 Treasures of his choice. You must then present these Treasures to him.

26
8

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ALDRICH'S WORKSHOP

◆ City Wall ◆ City Streets ◆



The Medician Aldrich has set up this walled city as his workshop. Thunderous explosions occur regularly, propelling deadly cog shrapnel through unfortunate passersby. Vestibule Noctes and Gremis wait by the front gate to beg for spare parts.

Enter: Free

Leave: Free

Special: Unique. If the Aldrich Waylay is encountered here, he adds 2 to his score on any tests.

Rest: You can recover 2 Treasures or 1 Art.

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THE ANT HILL

◆ Wasteland ◆ Town ◆ Border ◆



Giant mounds of earth stand as testaments to the grand civilization of the ants. If you put your ear to the ground and listen very closely, you can hear thousands of them chittering in the darkness, and sometimes the noises of fierce battle as the ants fight a losing war against Ironheart's shrunken cog troops.

Enter: Free

Leave: Free

Special: Unique.

Rest: Arts and otherwise shrunken characters can enter the Anthill city. Once there you can recover any 2 Merits.

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ARBORIAN COG TOWER

◆ Forest ◆ Border ◆ Castle ◆



This Arborean outpost was carved from a giant living redwood, but it has since been appropriated by Ironheart's Cog Soldiers. The leaves and branches of the tree are dying, but the gears and machinery surrounding the trunk proliferate more and more each year.

Enter: Resolve Trial difficulty 4.

Leave: Free

Special: Cog Waylays can retest any losses here.

Rest: You may raid their stores and recover 1 Treasure.

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ARDEN JUNCTION

◆ Border ◆ Fields ◆ Road ◆



The main road into Eastern Ardenmore is heavily patrolled. Few are trusted, save for those who find companies of heroes.

Enter: Free

Leave: Free

Rest: You may recover 1 Ally.

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BOG PITS OF GREY FULTH

◆ Marsh ◆ Ruins ◆ Border ◆



These ancient slave pits were abandoned long ago, but Ironheart is considering putting them to use again. The mere sight of them fills many far with hatred.

Enter: Might Trial difficulty 5.

Leave: As above.

Rest: If you say something hateful to your opponent, you may recover one of his Flaws.

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CHASM RANGE FOOTHILLS

◆ Fields ◆ Hills ◆ Road ◆



This league has the only road that approaches the chasm, but it is heavily guarded by Ironheart's soldiers. Pass through here quickly. If your courage fails for a moment, all may be lost.

Enter: Free

Leave: Free

Special: Leaving this road by the T section requires the characters to defeat a Cog Combat or Savvy Waylay. The Cog Combat and Savvy are both 5.

Rest: If you rest here you can recover 1 Ability.

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CHASM RANGE TRAIL

◆ Mountains ◆ Road ◆ Hills ◆



Climbing the Chasm Range is no mean feat. Watch your step. Many of the highest peaks are deceptively curved – they resemble rows of giant fangs. The chasm waits to devour the foolhardy.

Enter: Free by Road. Might Trial difficulty 7 by Mountains.

Leave: As above.

Rest: You may recover 1 Ability.

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COG ACCESS BRIDGE

◆ Bridge ◆ Fields ◆ River ◆ Road ◆



A heavy bridge allows the Cog Access Highway to cross the Splendour River. Troops break the steady cadence of their marching as they approach the bridge. Cog Soldiers are silent and uneasy as they pass. They rarely mention the possibility of defeat.

Enter: Free

Leave: Free

Rest: You may recover 1 Art.

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CHASM SPIRES

◆ Mountains ◆ Hills ◆ Border ◆



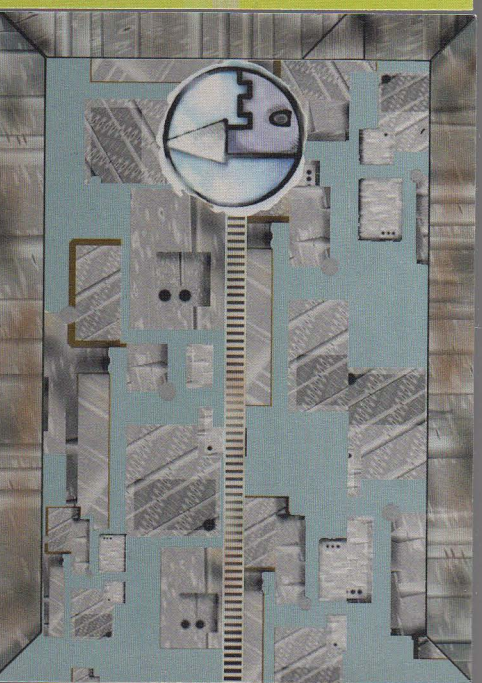
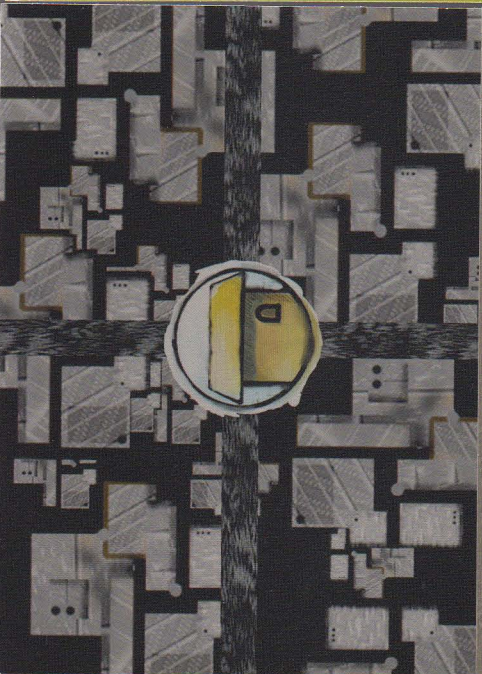
South of Middlemarch's borders is a mighty chasm. Towering spires of rock reach out over a yawning abyss. Sunlight falls into the chasm, only to be swallowed by darkness.

Enter: Might Trial difficulty 4.

Leave: Might Trial difficulty 5.

Rest: You may recover 1 Ability.

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COG TRAINING GROUNDS

◆ Fields ◆ Marsh ◆



Cog Soldiers train in these fields. Most of the grass here has died, long since trampled by the stamp of thousands of boots. In these lands, grey is the best camouflage.

Enter: Free

Leave: Free

Rest: Renegade Cogs and Mechborgs can recover any 2 Treasures or Allies. Other characters must face a Combat Waylay rating 6 to recover those things.

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COG BARRACKS

◆ City Streets ◆ City Wall ◆ Road ◆



Rows upon rows of Cog Barracks stand as a constant reminder that the threat of rebellion can easily be crushed. We won't allow rebels to threaten our lives! All hail King Ironheart!

Enter: Free

Leave: Free

Special: Any Cog Waylays encountered here must re-roll their lowest die when testing against you.

Rest: Unseelie recover 1 Advantage. Seelie can recover 1 Treasure.

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COG ACCESS HIGHWAY

◆ Fields ◆ Road ◆



An access road runs between two watchtowers, which act as repair and refueling stations for the Cog Armies stationed in Adenmore.

Enter: Free

Leave: Free

Rest: You can recover 1 Ability.

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EAST COG ACCESS ROAD

◆ Fields ◆ Road ◆



The road gives access from King Ironheart's Highway to the East and West Cog Towers. Logistical organization is important in any protracted campaign.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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DUNES OF REMORSE

◆ Border ◆ Wasteland ◆



Rolling hills of sand obscure the gentle glades that were once here. The beautiful fields of yesteryear have been forgotten. Few who travel through these dunes feel a regret they do not fully comprehend.

Enter: Free

Leave: Resolve Trial difficulty 6.

Rest: Those resting here must exhaust a Resolve Ability. Once exhausted, you may recover any 3 Treasures.

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DOWNTOWN MECHOPOLIS

◆ City Streets ◆ Town ◆ Road ◆



Business is thriving here. Progress must continue, no matter what the cost. As the suffering of the citizens of Mechopolis increases, so does the power of the king.

Enter: Free

Leave: Free

Rest: You may recover 1 Advantage or 1 Ally.

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EAST WATCH TOWER

◆ Castle ◆ City Skyway ◆ City Wall ◆



From the parapets of the East Watch Tower, you can see the Tsu Ocean, the shipyards, and the docks. When the wind blows just right, you can smell them, too.

Enter: Free

Leave: Free

Rest: If you're Unseelie you may recover 1 Ally or 1 Ability here. Seelie characters can only recover 1 Ability.

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EAST GATE ACCESS

◆ Road ◆ Wasteland ◆



The Highway begins in these lands. Life here is hectic, for the city never sleeps. Maybe you should try to get some sleep somewhere else.

Enter: Free

Leave: Free

Rest: If you choose to rest here, roll a die: 1 - You encounter a Giant Rat and must face a Combat Waylay (Combat 5)-2 - You lose and turn and can get no rest; 3 - You wake to find yourself surrounded by members of the underground resistance; Pass a Savvy Trial difficulty 4 or miss your next day; 4 - You can recover 1 Ability; 5 - You intercept and surprise a Lone Cog with a package; recover 1 Treasure; 6 - You come across a group of Slaves on outdoor work detail; recover 1 Ally.

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EAST COG TOWER

◆ Castle ◆ Border ◆ Fields ◆ Road ◆



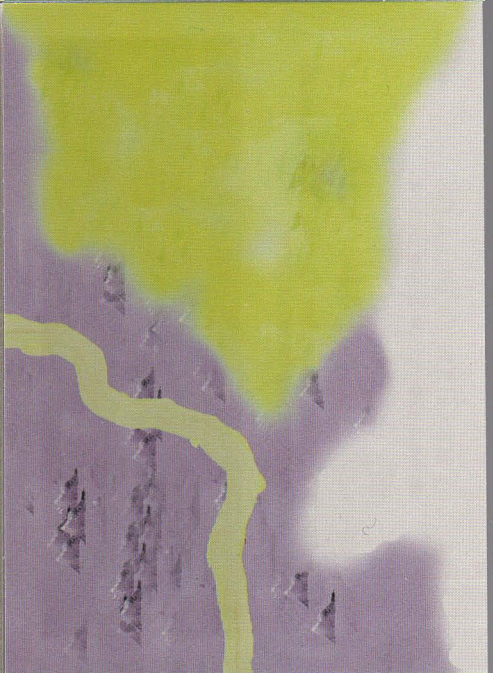
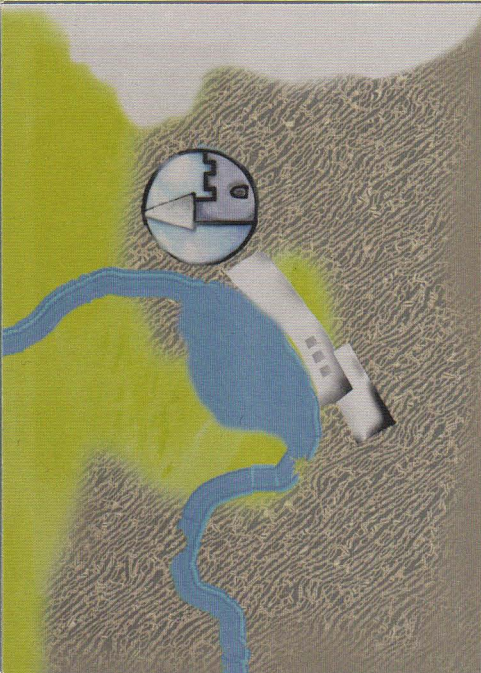
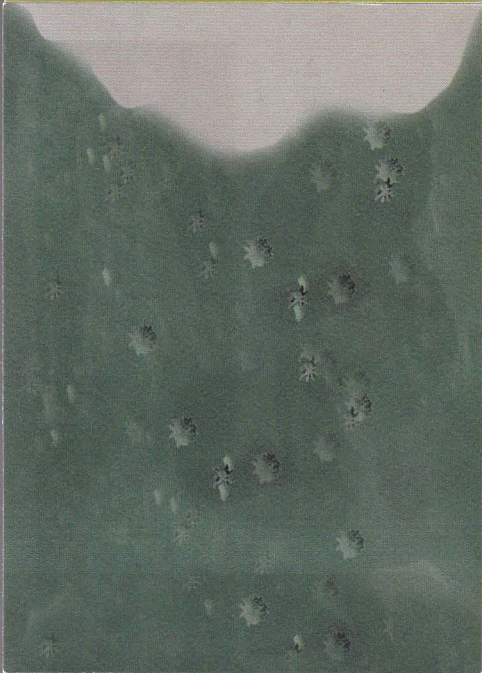
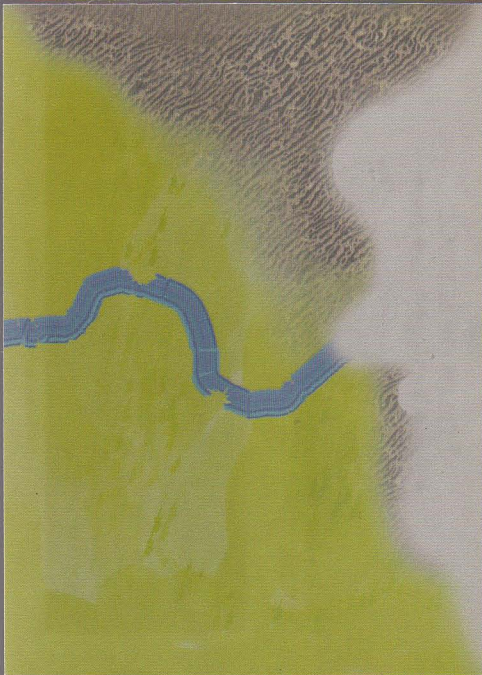
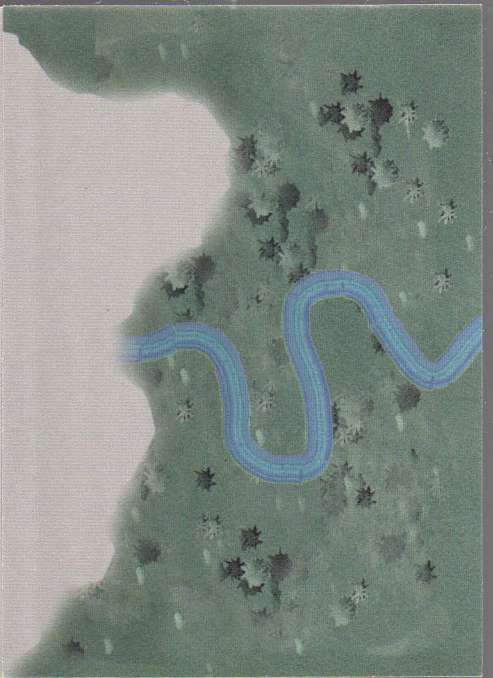
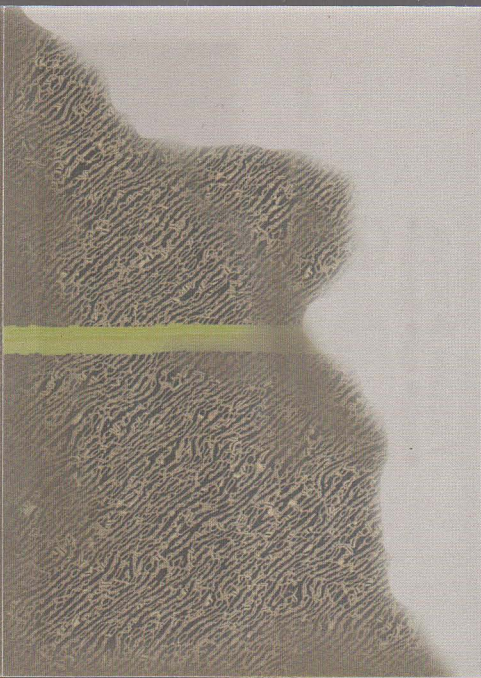
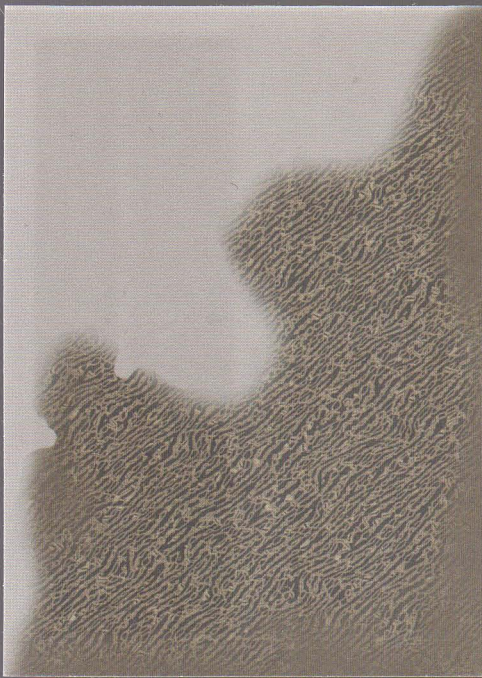
The troops who guard the East Cog Tower are the very model of precision and efficiency. They don't understand why the war is being fought, but they take pride in what they know they must do. Doubt impairs efficiency.

Enter: Free

Leave: Free

Rest: Seelie recover 1 Ally or 1 Treasure. Unseelie recover 1 Art or 1 Advantage.

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THE EASTERN GREY RIVER

◆ Marsh ◆ River ◆ Border ◆



Violent filth spews from the Grey River. When troubled souls pass by, noxious fumes coalesce into familiar faces. Toxic memories are recalled from the distant past.

Enter: Might Trial difficulty 4.

Leave: As above.

Special: You cannot use or be affected by any Arts while on this League. This League cannot be affected by any Arts as well.

Rest: You may recover 2 Abilities, but only if you exhaust 1 Art.

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FIELDS OF HONOR

◆ Marsh ◆ Fields ◆



Legends tell us that a valiant Fanna warrior once fought an army of soldiers on this battlefield. His death was a valiant one, and his spirit inhabits these fields to this day. In the dead of night, the wind howls in his memory.

Enter: Free by Fields, Might Trial difficulty 5 by Marsh.

Leave: As above.

Special: Any Treasure's exhausted on this League are discarded instead.

Rest: You may recover any 2 Abilities or Advantages.

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THE GIANT'S BREATH

◆ Mountain ◆ Plains ◆ Road ◆ Border ◆



The trail along the mountains narrows here. The ground rattles occasionally, as though something deep within the earth is stirring.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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FALLEN BORDER

◆ Border ◆ Road ◆ Wasteland ◆



This is the old border between the Fallen lands and Middlemarch. Silence is not only respectful here, but also encourages survival.

Enter: Free

Leave: Free

Rest: You may recover nothing here.

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FIELDS OF PLUNDER

◆ Fields ◆



The Gog Armies have begun to pile their looted treasures from Ardenmore in these fields. However, most of the items have already been carefully scrutinized, and little of value remains.

Enter: Free

Leave: Free

Rest: You must pass a Resolve Trial difficulty 6, if successful, you may recover 1 Treasure.

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THE GREAT DAM

◆ Castle ◆ Fields ◆ Lake ◆ River ◆ Wasteland ◆



The Great Dam prevents the river from continuing to the south. Once the Splendour River journeyed to the prosperous lands of the Kokua. Now it flows into Mechopolis.

Enter: Free

Leave: Free

Special: Unique. If you test against a Gog Waylay on this League, subtract 1 from your score.

Rest: You can recover nothing here.

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THE FAR STEPPES

◆ Border ◆ Wasteland ◆



Those who travel these harsh lands should be wary of the Mags.

Enter: Free

Leave: Resolve Trial difficulty 6.

Special: Any Mags encountered here add 2 to their score in any Tests.

Rest: You may recover 1 Treasure here.

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FIELDS OF SLUDGE

◆ Fields ◆ Wasteland ◆ Border ◆ River ◆



The Grey River finally leaves Middlemarch and passes southward. No one regrets this.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability. If you choose to rest here, your opponent can also recover 1 of your Flaws.

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GREY BOG

◆ Marsh ◆ Border ◆



Nightmares breed in the Grey Bog, waiting for the day when sorrow and anguish will fully descend over Ironheart's kingdom.

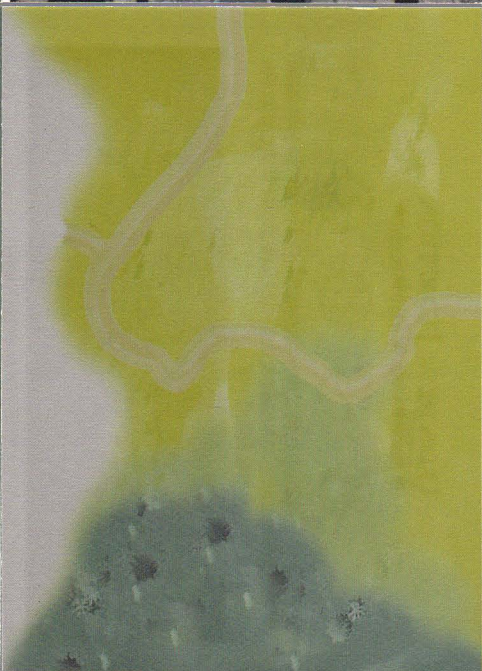
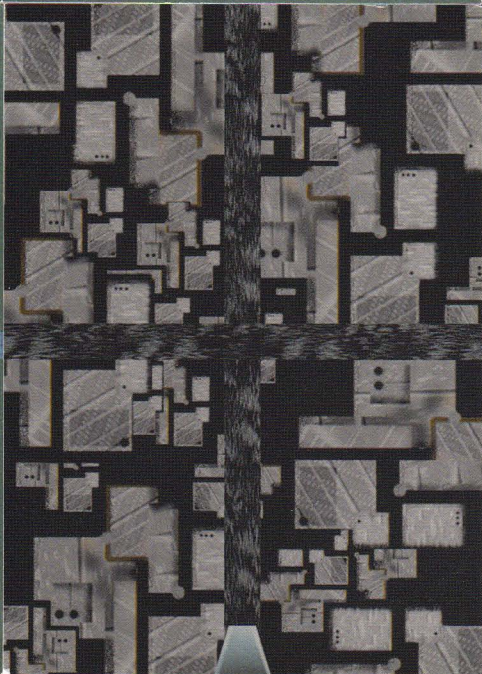
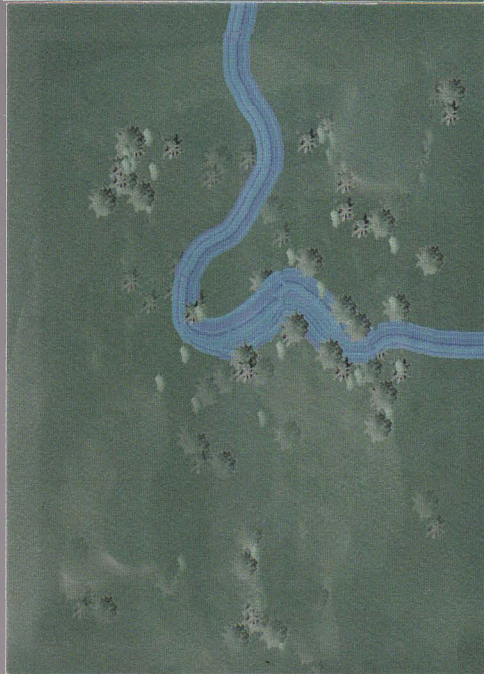
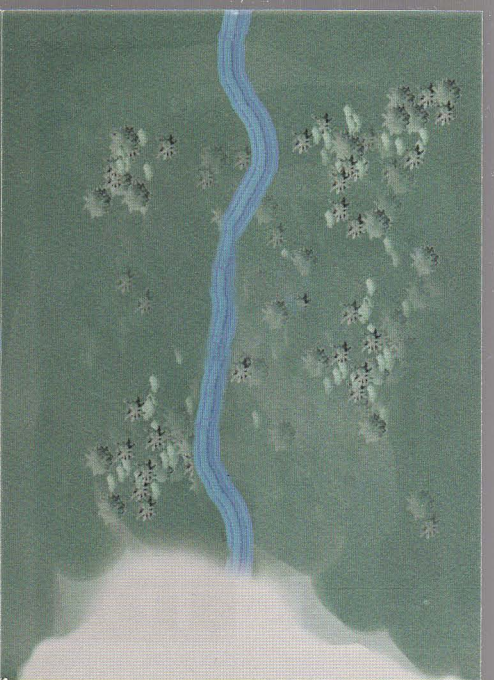
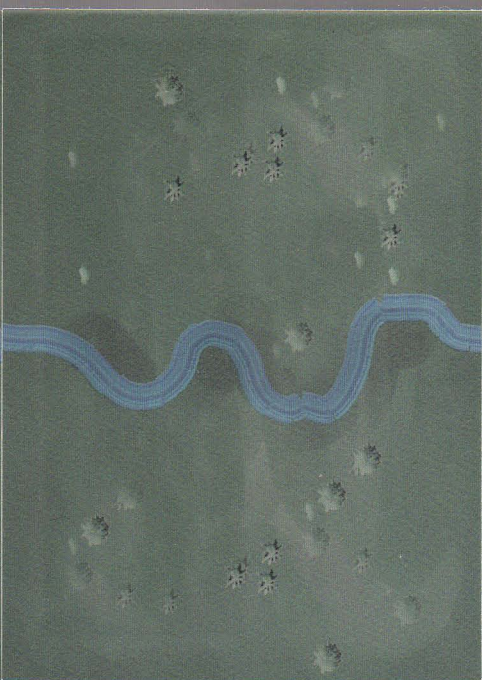
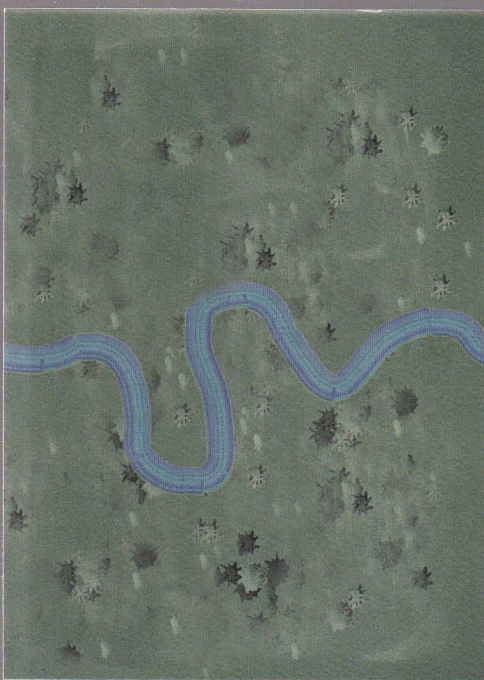
Enter: Might Trial difficulty 5.

Leave: As above.

Special: Characters must subtract 1 from their score against any Resolve Waylays encountered on this League.

Rest: If you have a Curse Flaw, your opponent can automatically recover it if you enter this League.

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GREY RIVER

◆ Marsh ◆ River ◆ Border ◆



The Grey River struggles to survive the morass of marshes, yet it still manages to meander to the Kingdom of Night.

Enter: Might Trial difficulty 5.

Leave: As above.

Rest: You may Recover Ability.

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GREY MIRE RIVER

◆ Marsh ◆ River ◆



Cog-driven rafts and shallow boats carry an endless supply of elixirs, concoctions and exotic fluids to the city of Mechnopolis. The guildsmen who travel along the Grey Mire have completely and utterly lost their sense of smell. Good for them.

Enter: Might Trial difficulty 5.

Leave: Free

Rest: If you rest here for 2 Days you may recover 1 Ability. If you are a Cog or Mechdrake you need only rest for 1 Day.

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GREY MARSH

◆ Marsh ◆ River ◆



The river quickens here as it approaches a gigantic bronze grill set into the ground. It allows the turbid waters to flow beneath the streets of Mechnopolis. It is rumored that Ironheart's Steam Drake hunts in the underground marsh for prey.

Enter: Might Trial difficulty 6.

Leave: As above.

Special: If the Steam Drake is encountered here it is always a Combat Waylay.

Rest: You may recover 1 Treasure from the twisted remains of the Steam Drake's earlier victim.

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IRON PLAINS

◆ Fields ◆ Border ◆



The grasslands of the Iron Plains have turned grey and have taken on a somber metallic glow. Curiously enough, they seem to be enriched by the rolling clouds of smog.

Enter: Free

Leave: Free

Rest: You may Recover 2 of your opponent's Flaws, he can also recover 1 of yours.

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IRON PARK

◆ City Streets ◆ Ramp ◆ Road ◆



This park has been dedicated to King Ironheart's magnificence. A wide iron ramp leads into a vast plain of metal where nothing living stirs, save for the occasional lost souls who visit the park in silence.

Enter: Free

Leave: Free

Rest: You may recover any 1 Merit, except an Ally. If you are Unseelie, you may recover any 2 Merits plus 1 Ally.

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GREY SOD GLADES

◆ Marsh ◆ River ◆



If the Marsh of Filth had a tranquil region, this would be it. In the dead of night, moonlight drifts over the cold sod, and strange deformed insects ex-temporaneously perform symphonies of night music.

Enter: Might Trial difficulty 5.

Leave: As above.

Rest: You may recover 1 Ability.

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IRONDEW ROAD

◆ Road ◆ Fields ◆



This is the main road from Mechnopolis to the Irondeew Ruins in occupied Adenmore. Tread lightly here. The other travellers you encounter here are often bitter and hostile to strangers.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability. If you're Unseelie you may choose to recover 1 Ally instead.

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IRONDEW JUNCTION

◆ Marsh ◆ Fields ◆ Road ◆ Border ◆



The Cog Access Highway and Irondeew Road meet here. Passers-by try to avoid the questioning glances of travellers. Don't dare look anyone in the eye as you pass. What you see may disturb you.

Enter: Free

Leave: Free

Rest: You can recover 1 Ability.

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IRON SWAMP

◆ Marsh ◆ Border ◆



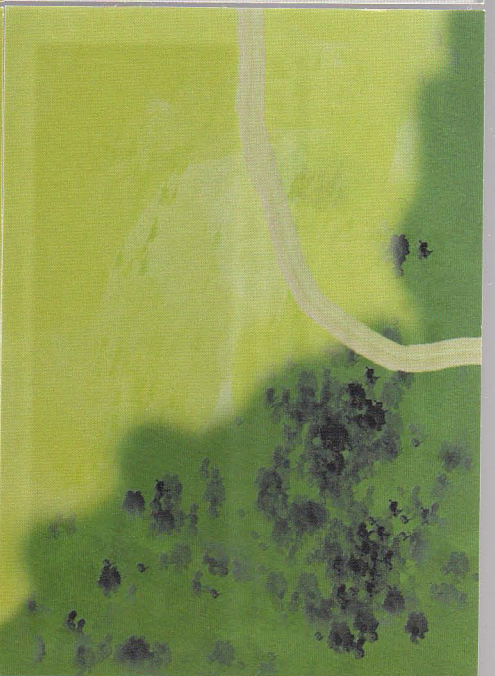
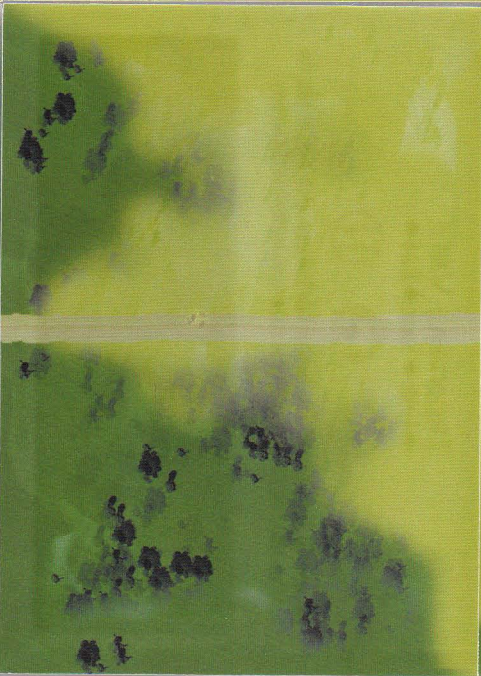
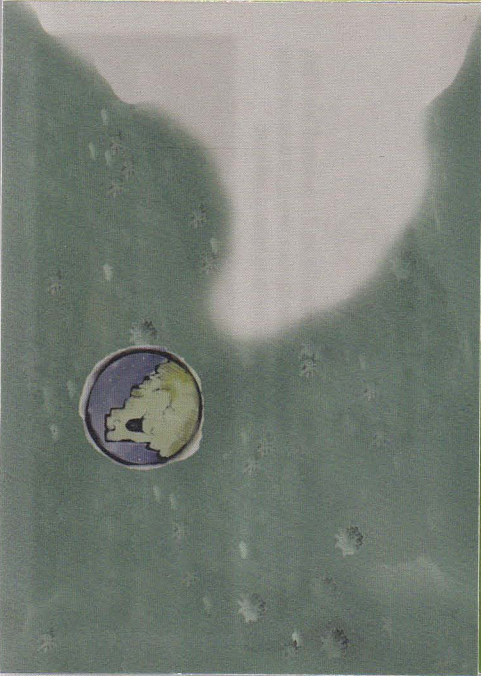
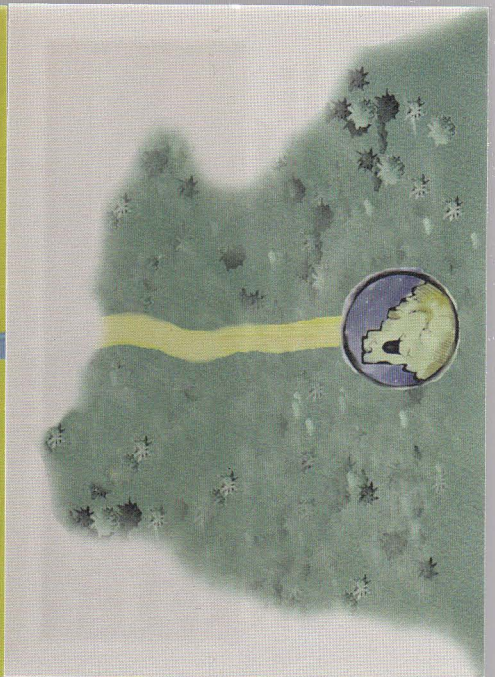
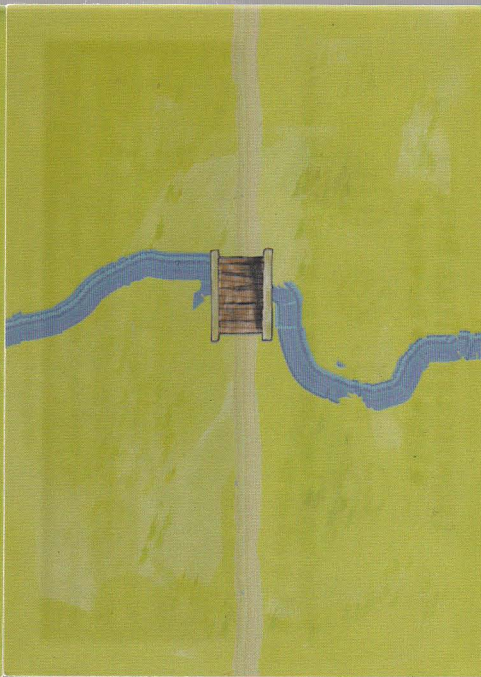
A great and powerful army of Ogres passed through here long ago, and their hatred for the land has infected the Iron Swamp ever since.

Enter: Might Trial difficulty 5.

Leave: As above.

Rest: You may recover 1 Treasure.

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IRONDEW RUINS

- ◆ Marsh ◆ Road ◆ Border ◆ Ruins ◆



Once this was the mighty Irondeew Keep, but Ironheart's Cog Armies have long since laid waste to it. These far-flung reaches of Ardenmore have been annexed by Middlemarch to use as a staging ground for future assaults.

Enter: Might Trial difficulty 4.

Leave: As above.

Special: Unique.

Rest: If you pass a Resolve Trial difficulty 7, you may recover 1 of your discarded Merits.

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IRONHEART'S TOLL BRIDGE

- ◆ Bridge ◆ Fields ◆ River ◆ Road ◆



Ironheart taxes this bridge, and any who pass must pay a toll. Pay with your gold... or with your life.

Enter: Free

Leave: Savvy Trial difficulty 7.

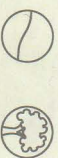
Special: You may discard a treasure to pass the Savvy Trial listed above. If you do not pass the Savvy Trial you can still retreat. Renegade Cog's automatically pass this trial.

Rest: You may engage in a Combat Test against the taxmen (Combat 6). If successful you may recover up to 4 Treasures. If you fail must exhaust 3 Merits instead of 1.

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IRONLEAF FOREST

- ◆ Fields ◆ Forest ◆



This is the artificial forest of King Ironheart. After vast clouds of soot from a nearby factory forced the leaves from the trees, the king commanded a dozen Nockers to craft new leaves from iron and copper.

Enter: Free

Leave: Free

Rest: You may recover 2 Abilities.

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IRONLEAF LANE

- ◆ Fields ◆ Forest ◆ Road ◆



Ironheart's Highway cuts through the Ironleaf Forest. The road is meticulously maintained. Stealing cobblestones is considered a serious criminal offense. No one must disturb the king's ambitious plans for this area.

Enter: Free

Leave: Free

Rest: You may recover 1 Advantage.

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IRONLEAF VALE

- ◆ Fields ◆ Forest ◆ Road ◆



Because the dying foliage in the Ironleaf Vale looks unsightly even to him, the king has called for the construction of metal trees to improve the scenery.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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JACKO'S BOG

- ◆ Marsh ◆ Ruins ◆ Border ◆



A concoction of belching effluvia echoes endlessly throughout this bog. It is the home of Jacko D'Rakk, the cannibalistic bog lord, who rarely sleeps in the same place twice. Every day, he moves the location of his throne, and you never know where you might have the misfortune of finding him.

Enter: Might Trial difficulty 6.

Leave: As above.

Special: If Jacko D'Rakk is encountered here add 1 to his score on any Tests.

Rest: You may recover 1 Treasure.

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KAIHIKAAI

- ◆ Border ◆ Town ◆ Wasteland ◆



Built from the cliffs within this waterfall, this was once a thriving city of Kokua. Now it serves King Ironheart as a farm for slaves. The Kokua's spirit was broken when the Splendour River stopped flowing through their city.

Enter: Free

Leave: Free

Special: Unique: If you Test against a Waylay here, you must re-roll your highest die.

Rest: Unseelie can recover any 2 Merits. Seelie can recover up to 3 Allies.

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KEIWRATH'S VOLCANO

- ◆ Mountains ◆ Road ◆ Border ◆



The spies of Ardenmore have roamed far and wide, but this stronghold has not been compromised. Keiwrath's Volcano is the secret source of the Cold Iron used to bring the Cog Armies of Middlemarch to life.

Enter: Might Trial difficulty 6.

Leave: As above.

Rest: If you are a Renegade Cog or a Mechorg you may recover up to 3 Abilities or Treasures or any combination thereof. Other characters may rest and recover 1 Treasure.

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KING IRONHEART'S HIGHWAY

- ◆ Border ◆ Fields ◆ Road ◆



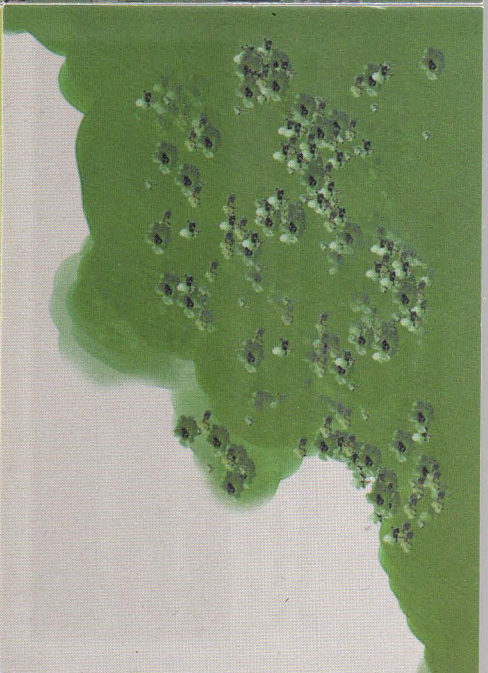
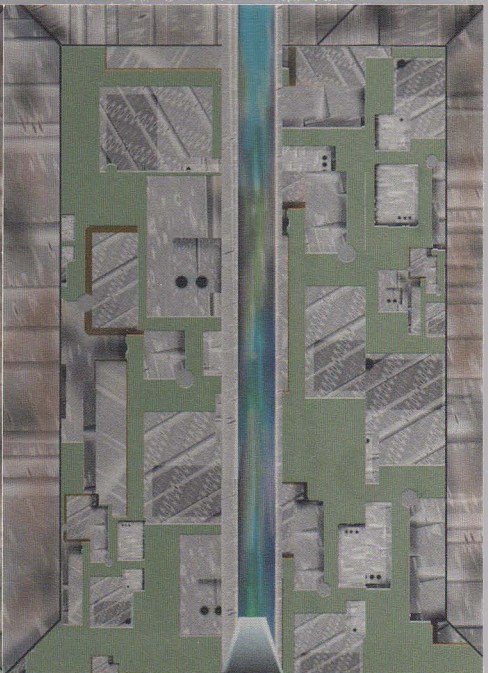
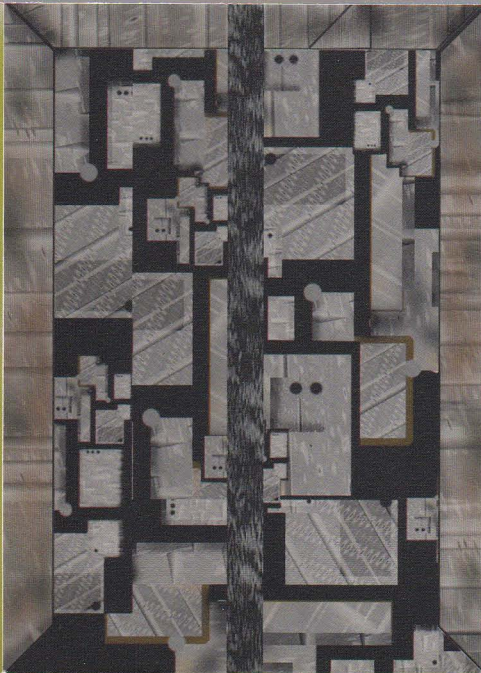
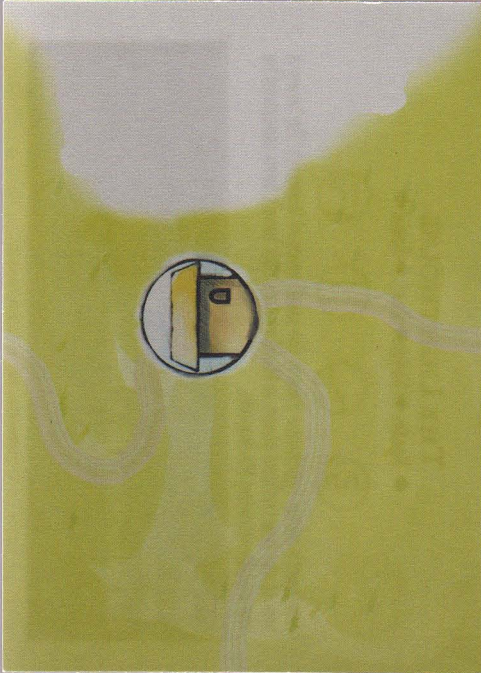
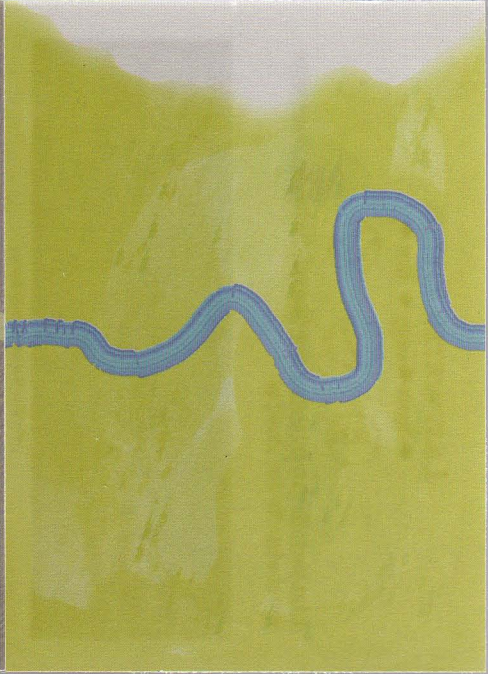
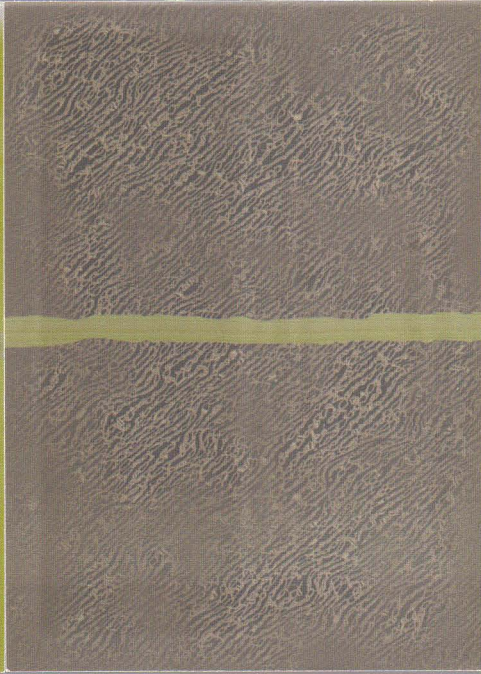
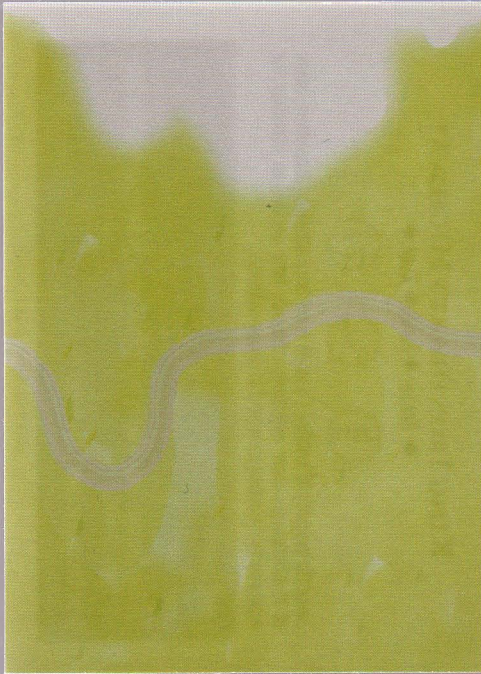
This road leads from the troubled lands of Ardenmore to the dying lands of Middlemarch. Take your pick. Where will you find your destiny? Will you save the virtuous or punish the wicked?

Enter: Free

Leave: Free.

Rest: You may recover 1 Ability here.

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LASTWATER FIELDS.

◆ Border ◆ Fields ◆ River ◆



A dam blocks the river just south of here. Obviously the king has a much better idea of where the river should go.

Enter: Free

Leave: Free

Rest: You may recover 2 Arts.

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KING IRONHEART'S HIGHWAY

◆ Road ◆ Wasteland ◆



Another modern innovation of the kingdom is a flat multi-lane road to facilitate high-speed transport. Travelers can pay additional taxes to ride in the giant carts of Middlemarch. Although the scenery of Middlemarch is less than idyllic, it can travel to see it faster than ever before.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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KING IRONHEART'S HIGHWAY

◆ Border ◆ Fields ◆ Road ◆



Since the majority of Ironheart's soldiers are busy attacking Adenmore, many of Middlemarch's more ambitious criminals have decided to stimulate the economy by resorting to honest highway robbery.

Enter: Free

Leave: Free

Special: You must pass a Savvy Trial difficulty 6 or be forced to discard a Treasure (your choice).

Rest: You may recover 1 Ally here.

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MECHOPOLIS WATER WORKS

◆ City Sewers ◆ City Wall ◆ Ramp ◆ River ◆



Here the Splendour River has been diverted to supply Mechopolis with fresh water. The waters lose their sparkle as they get closer and closer to the city.

Enter: Free

Leave: Free

Rest: You may recover 1 Art.

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MARKETPLACE

◆ Road ◆ City Streets ◆ City Wall ◆



The Marketplace of Mechopolis is busy around the clock. The merchants here will readily place a price on almost anything. Honesty and trust aren't worth much.

Enter: Free

Leave: Free

Rest: You may recover any 1 Merit. If you discard a Bag of Gold you may recover any 3 Merits.

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THE LIGHTHOUSE

◆ Border ◆ Fields ◆ Road ◆ Town ◆



Ironheart's metal lighthouse dwarfs the small town of Ironrest. The town is one of the few civilized places in Middlemarch that hasn't been consumed by the rapidly growing Mechopolis.

Enter: Free

Leave: Free

Rest: You may recover 1 Ally or 1 Advantage.

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NOWHERE FOREST

◆ Forest ◆ Border ◆



This portion of the border between Aden and Middlemarch isn't patrolled, and with good reason. The forest is so dense that no one has ever seen the center of it. Thus, since there's no there there, no one ever goes there.

Enter: Resolve Trial difficulty 4.

Leave: Free

Rest: You may Recover 1 Art.

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NORTHGATE FIELDS

◆ Fields ◆ Road ◆



Just north of the Gog Barracks in Mechopolis, the Northgate Fields is known for its exceptionally vivid sunsets. They say it's because of the clouds of smoke and the miasma from the marshlands.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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THE MIRAGE

◆ Border ◆ Wasteland ◆



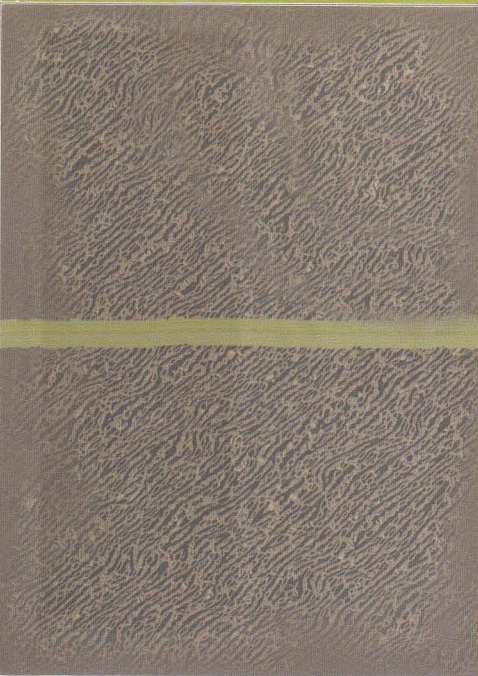
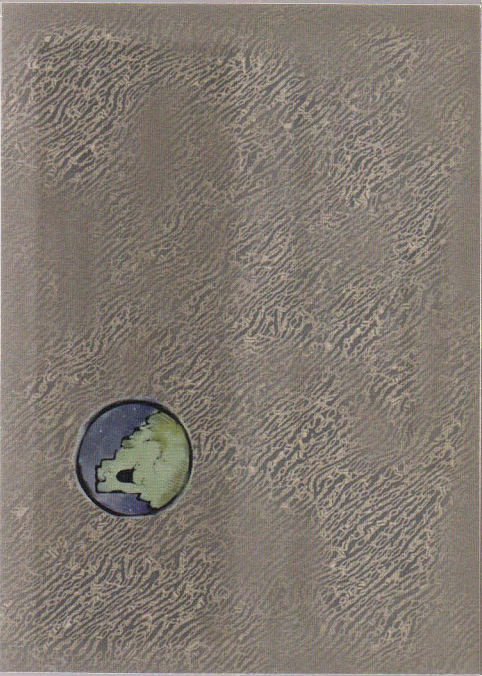
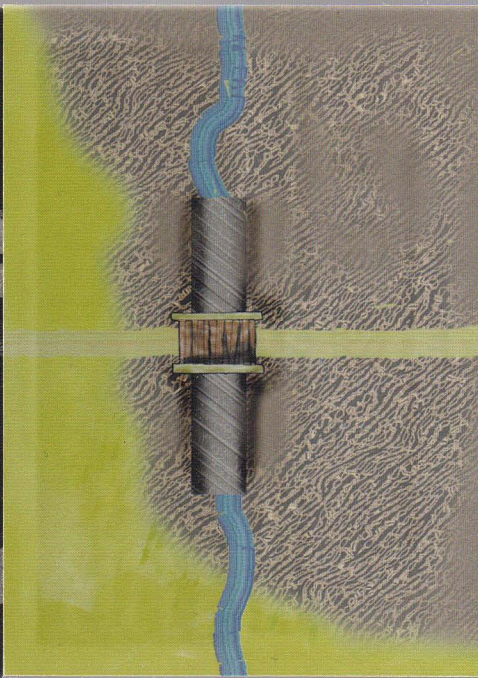
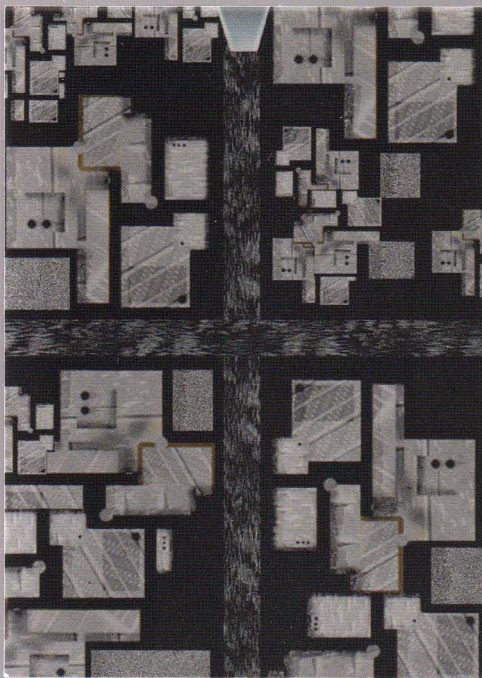
In these lands, it is difficult to tell what is real and what is illusion. Visions and dreams can deceive as easily as they can enlighten.

Enter: Free

Leave: Resolve Trial difficulty 6.

Rest: Roll 1 die, if the result is greater than your Resolve Attribute you may recover 1 of your discarded Merits.

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NOWHERE TIMBERLANDS

- ◆ Forest ◆ Border ◆

These timberlands reach the western tip of Middlemarch and border the Aborian Nation. In some parts of the forest, it's actually easier to travel from treetop to treetop. Don't worry, if you're lucky, you might find a bridge or a rope left here centuries ago.

Enter: Resolve Trial difficulty 4.

Leave: Free

Rest: You may recover 1 Art in these surprisingly tranquil lands.

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THE PIPELINE

- ◆ Bridge ◆ Fields ◆ River ◆ Road ◆ Wasteland ◆

The Splendour River is diverted away from the Kokka waterfall city toward Metropolis by a large dam and huge metal pipes. Now that the lands of the Kokka have suffered, slaves are brought this way as well.

Enter: Free

Leave: Free

Special: Heavily patrolled, All Cog Waylays may add 1 to their Scores when testing in this League.

Rest: You may recover 1 Art or 1 Ally.

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THE PROMENADE

- ◆ City Streets ◆ Ramp ◆ Road ◆

The Promenade, the main thoroughfare in Middlemarch, has many statues. All of them are monuments to Ironheart.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability or Advantage.

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RESIDENTIAL MECHOPOLIS

- ◆ City Streets ◆ Road ◆ Ramp ◆

The troubled citizens of Mechopolis live in vast networks of housing. Names are often forgotten; every home has a number on the front door. Unseelie Boggans whisper of any suspicious activity here.

Enter: Free

Leave: Free

Rest: Seelie recover 1 Ally, Unseelie recover 1 Treasure.

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RIVER OF SLUDGE

- ◆ Fields ◆ Wasteland ◆ River ◆

The Grey River carries the waste of Metropolis towards the Fields of Sludge. Most fae who venture too close to the so-called "waters" pass out from the stench.

Enter: Free

Leave: Free

Special: If you wish to leave the League in a direction that would necessitate crossing the river you must ford it and pass a Might Trial difficulty 6.

Rest: You may recover nothing here.

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ROAD OF THE SLEEPING GIANT

- ◆ Mountains ◆ Road ◆ Border ◆

A long-forgotten road rambles to the south. On the surface, the ground trembles, and a loud rhythmic rumbling echoes through the hills. Cobblestones on the road have been swallowed by cracks in the earth.

Enter: Free by Road, Might Trial difficulty 7 by Mountains.

Leave: As above

Rest: You may recover 1 Ability.

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ROAD TO KELWRATH'S VOLCANO

- ◆ Hills ◆ Mountain ◆ Roads ◆

This road leads closer to Kelwrath's Volcano and provides a view of the hills surrounding Mechopolis. The sight of the active volcano in the distance can be inspiring or intimidating, depending on your point of view.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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ROAD TO THE FALLEN LANDS

- ◆ Road ◆ Wasteland ◆

South of Middlemarch lies an area called the Fallen Lands. It is a conquered territory under the watchful eyes of constant patrols. Now that the fae there have been cowed into submission, Ironheart can turn his full attention to Aidenmore.

Enter: Free

Leave: Free

Rest: You may recover 1 Ability.

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RUINS OF SRISSAN

- ◆ Ruins ◆ Wasteland ◆

The Naga are a mysterious race, and it is frightfully easy to misinterpret their culture.

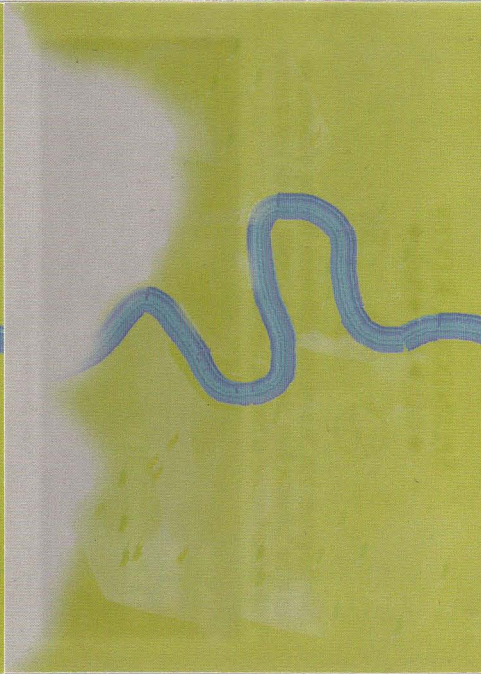
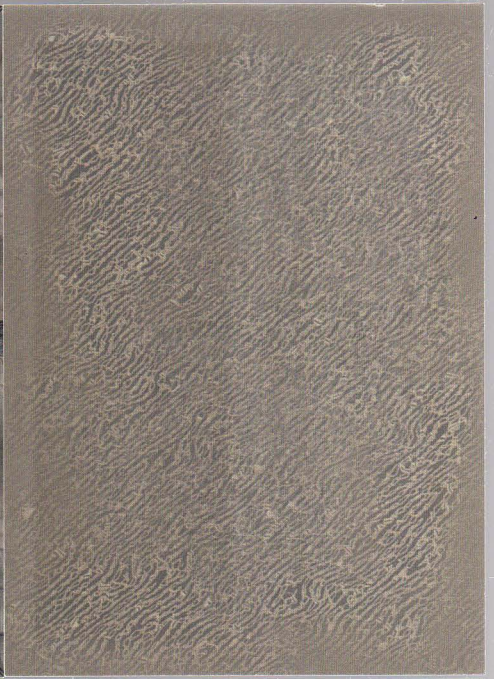
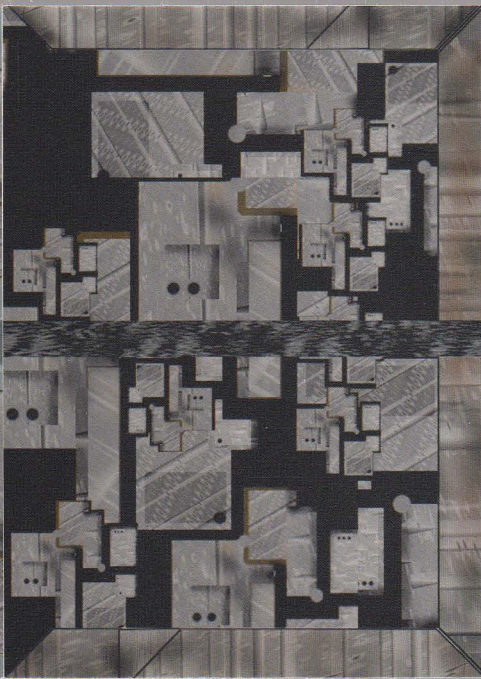
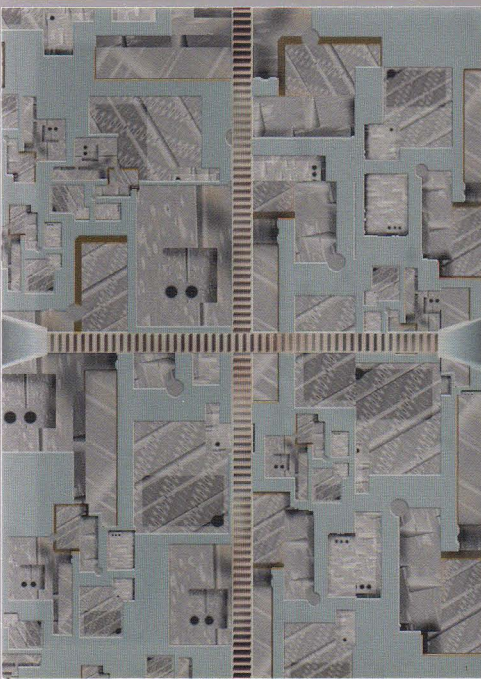
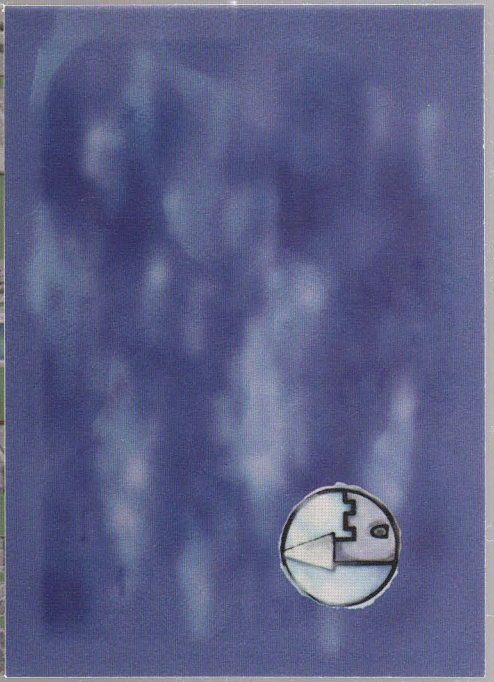
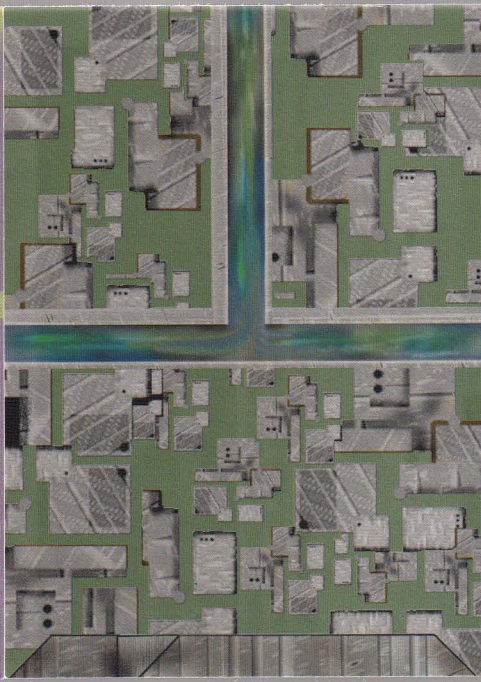
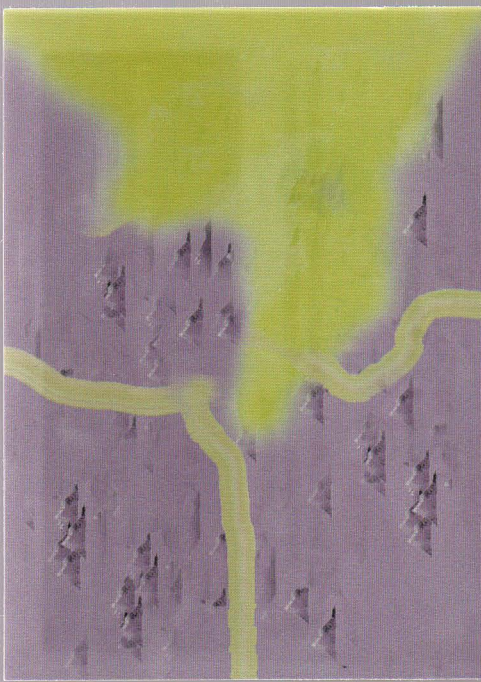
Enter: Free

Leave: Resolve Trial difficulty 5.

Special: Unique.

Rest: If you choose to rest here, you do so under the "hospitality" of the Naga. Roll a die: 1 - Eaten for dinner, dislodged! 2 - Outcast. Leave this League on your next day. If you return to this League you must Exhaust a Merit 3 - Ignored. Recover Ability 4 - Welcome. You may recover 1 Art or 1 Ability. 5 - Honored guest. You may Recover any 2 Treasures, Arts or Advantages. 6 - Accepted. Recover any 3 Merits.

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THE SHIPYARDS

◆ Ocean ◆ Castle ◆



These are the new shipyards for Ironheart's navy. Disreputable Mer and Tritons frequent the docks, but no doubt they're preferable to the fee you'll find on Ironheart's ships.

Enter: Free

Leave: Might Trial difficulty 6.

Special: Unique Mer, Selkie and Tritons automatically pass the Terrain Trial on this League.

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

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SOUTHERN WASTELANDS

◆ Wasteland ◆



Once the forests here were alive. Now this arid plain is devoid of life. Once the citizens of Mechopolis dreamed of a prosperous future. Now they are complacent and obedient.

Enter: Free

Leave: Free

Rest: If you pass a Resolve Trial difficulty 5, you may recover 1 Ability here.

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SPLENDOUR RIVER BED

◆ Border ◆ Wasteland ◆



A dry riverbed flows through a wasteland. Abandoned villages and farms have fallen into disrepair. Even hope dries here. Yet someday, even hope may return...

Enter: Free

Leave: Free

Rest: Sifting through the sand of the riverbed allows the character to recover 1 Art.

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SECRET TUNNELS

◆ City Sewers ◆ River ◆ Wall ◆



There are many secrets within Mechopolis, but not all of them are known to the king. Rebels within the city have been studying the ancient network of tunnels underground. Covert Lshu cartographers are hard at work.

Enter: Resolve Trial difficulty 6.

Leave: Free

Rest: You may recover 1 Advantage.

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THE SLUMS

◆ City Wall ◆ City Streets ◆ Road ◆



King Ironheart has great difficulty maintaining control in the dirty underbelly of Mechopolis. Resentment festers here like a disease. Once you're down and out in Mechopolis, there's no way back to comfort.

Enter: Free

Leave: Free

Rest: If you pass a Savvy Trial difficulty 7 or Discard a Bag of Gold you can recover any 2 Merits.

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SPLENDOUR RIVER

◆ Fields ◆ River ◆ Border ◆



Three things come from the north into Middlemarch: the clear, glamorous waters of the Splendour River, the heroes of Adenmore, and the hope of rescue from the machinations of Mad King Ironheart.

Enter: Free

Leave: Free

Rest: You may recover 1 Art.

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SPLENDOUR BROOK

◆ Fields ◆ River ◆



Kokua refugees travel through these lands. It is said that an elderly Kokua waits and watches for them in a well-hidden treehouse. Fortunate refugees receive his words of wisdom beside the Splendour Brook.

Enter: Free

Leave: Free

Rest: You can recover 1 Art by the River or you can search for the old Kokua wiseman. If you choose to search you must pass a Resolve Trial difficulty 7. If successful, you spend the day listening to his stories and enjoying his hospitality - recover any 2 Merits.

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THE SECRET TRAIL

◆ Fields ◆ Road ◆ Mountain ◆



This road is heavily travelled by slave laborers and their Cog Warrior foremen. They are burdened not only by their tedious work, but also by the memories of the horrors they have witnessed.

Enter: Free

Leave: Free

Special: If you attempt to find the secret trail to the south, you must pass a Resolve Trial difficulty 7.

Rest: You may recover 1 Ally.

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THE SKYWALK

◆ City Skyway ◆ Ramp ◆



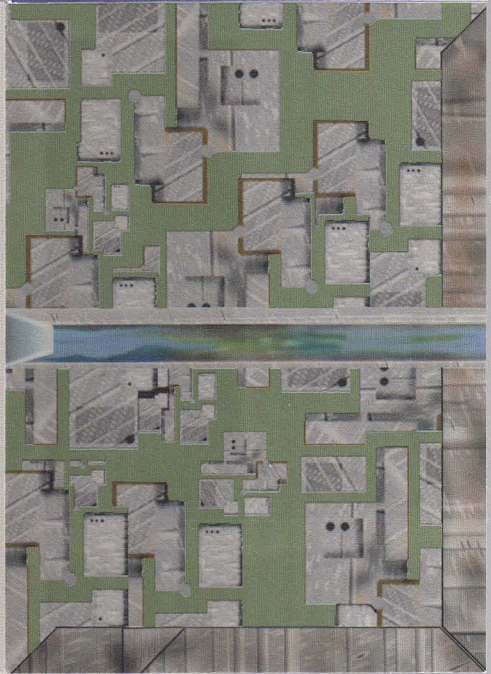
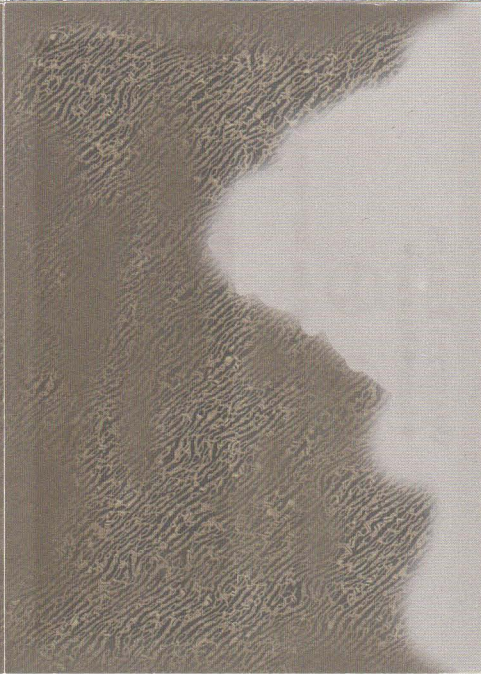
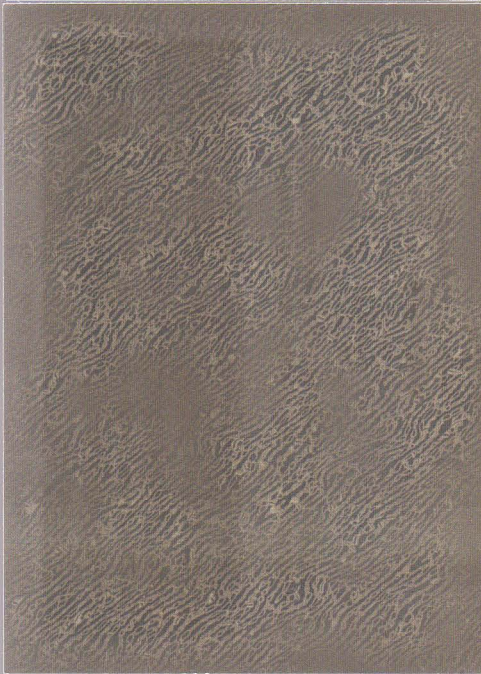
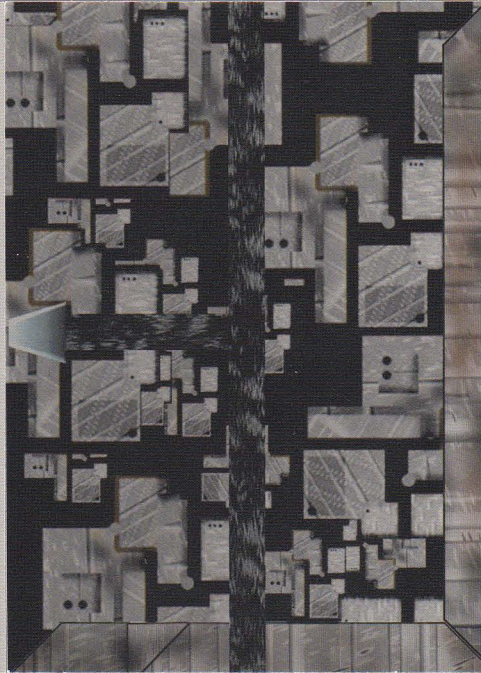
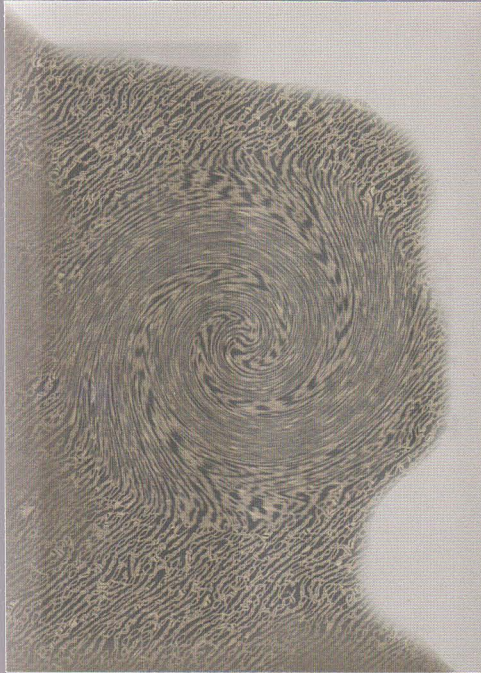
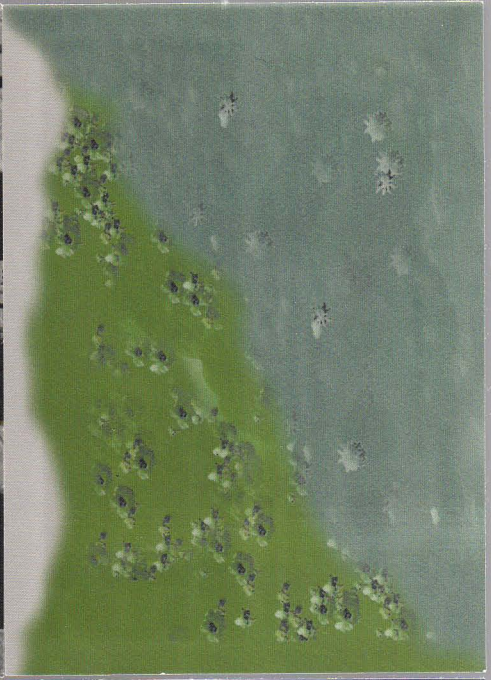
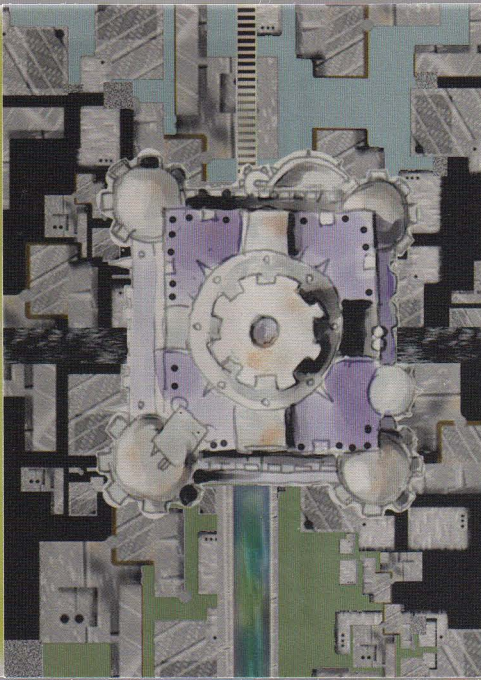
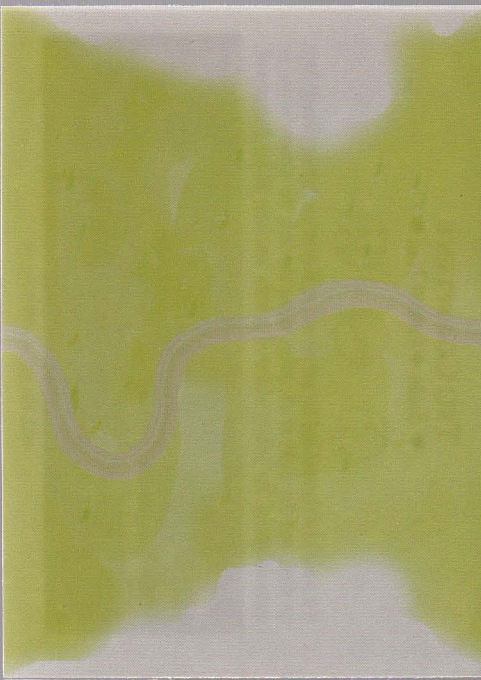
An elaborate system of catwalks overlooks the city's streets. From here, it is easy to watch the citizens below. Who has been watching you?

Enter: Free

Leave: Free

Rest: You may recover 1 Advantage.

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TIMBERLANDS OF GREY FILTH

- ◆ Forest ◆ Marsh ◆ Border ◆



The Grey Filth is gradually invading the majestic forests of the Timberlands. Redwood trees stretch towards the heavens; murky swamp water covers the forest floor. Birds of prey hunt swamp rats here, but sometimes the rats feast on fallen birds of prey.

Enter: Resolve Trial difficulty 4 from Forest, Might Trial difficulty 6 from Marsh.

Leave: As above.

Rest: You may Recover 1 Ability.

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TSU OCEAN

- ◆ Ocean ◆



The mighty Tsu Ocean has been receding for the last two hundred years. Each year, a little more of the coastline is exposed, and a few more dispossessed Tritons venture onto the mainland.

Enter: Might Trial difficulty 6

Leave: As above.

Special: Mer, Selkie and Tritons 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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WASTE TUNNELS

- ◆ City Sewers ◆ City Wall ◆ River ◆ Ramp ◆



Avoid this place at any cost. Foul fumes waft through these tunnels, and fouler creatures who have never seen the light of day spawn in these reservoirs of sewage. Their wild eyes never blink, and they will feast on anything... even each other.

Enter: Fire

Leave: Free

Rest: Your opponent can automatically recover 1 of your Flaws if you enter this League. You can recover nothing.

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THE TOWER OF KING IRONHEART

- ◆ City Streets ◆ City Sewers ◆ City Skyway ◆ Castle ◆



The giant tower of Mad King Ironheart is the second largest building in all of Arcadia, exceeded only by the Symbion of High King Aldanth. Someday soon, perhaps, one of them will fall.

Enter: Savvy Trial difficulty 7.

Leave: Combat Trial difficulty 6.

Special: Unique. If you encounter a Waylay here, any Test that results in a stalemate becomes a defeat for you.

Rest: Your opponent automatically recovers 1 of your Flaws of his choice when you enter this League.

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UPTOWN

- ◆ City Wall ◆ City Streets ◆ Ramp ◆ Road ◆



In Uptown, the posh and well-to-do of Metropolis find endless amusements. Their personal churgeons and physicians also treat them for a never-ending variety of illnesses. Such is life in the big city.

Enter: Fire

Leave: Free

Rest: Unseelie can recover any 2 Merits here. Seelie must pass a Savvy Trial difficulty 7. If they succeed they may recover any 1 Merit.

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TSU COASTLINE

- ◆ Border ◆ Fields ◆ Road ◆



If it wasn't for the rank and file patrols of Cog Warriors marching through here so often, and the slicks of oil sprites riding the surf, the scenery would be quite delightful. The Selkies who used to frolic here have all but disappeared.

Enter: Fire

Leave: Free.

Rest: You may recover 1 Ability.

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THE WASTELANDS

- ◆ Wasteland ◆



The wastelands south of Middlemarch fill travellers with despair. Some become so ensnared in their own misery that they cannot find the strength to go on.

Enter: Fire

Leave: Resolve Trial difficulty 5.

Special: If you fail the Leave Trial you must retreat in the direction that you came from on your next day.

Rest: You may recover nothing here.

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WASTED FIELDS

- ◆ Border ◆ Wasteland ◆



Opposition can either defeat a foe or inspire him. Some succumb to despair. Others are motivated to great heroism.

Enter: Fire

Leave: Resolve Trial difficulty 6.

Rest: You may recover 1 Ability a

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CARNIVOROUS PLANTS

In the murky non-day of the deep wilds, you are ever on guard. And well you should be, for some of those things lurking threateningly in the bushes are the bushes themselves. Discard this Waylay when it's defeated.



WORN OUT

Traveling for days through hostile environments, with no rest and little food, you feel that you cannot go on but you know you must. You need to use what's left of your wits to find food and fresh water or you'll wither to nothing.

If you are defeated in this Waylay, keep this card with your character. You may, as your encounter, test each Day to defeat it, but until you do suffer a -1 penalty on all tests and trials. Discard this Waylay when it's defeated.



AFFECTIONATE OUSLICK

Oil sprites are known for their general clinginess and codependent behavior, and this bunch is no exception. They have taken quite a liking to you, and it's important that you talk fast and convince them you have to leave, or they will literally smother you with their love. You may not retreat from the Affectionate Ouslick. Discard this Waylay when it's defeated.



HEAD LEECH

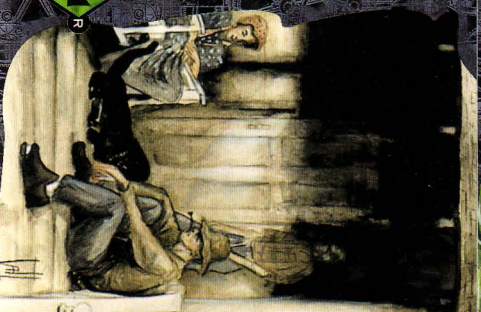
Head leeches are not known for their brains, but watch your head when going through the swamp if you value yours. Discard this Waylay when it's defeated.



INSANE HOMESTEADERS

"You ain't from aroun' here, is ya?"

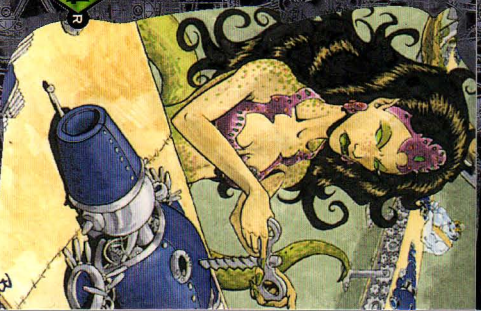
It shouldn't be too hard to outwit these guys. Discard this Waylay when it's defeated.



ASSEMBLY LINE

You've been captured and put to work on an assembly line. What is being assembled is a complete mystery to you; your task, however, is to make a square peg fit into a round hole. When you finish your first batch, you will get a very short break, and perhaps you can sneak away.

Each Day you encounter the Assembly Line, you must make first a might test and then a Resolve test. Losing the Resolve test is a stalemate. You must succeed on both tests in a single Day to defeat the Waylay, and may not retreat. Discard this Waylay once it's been defeated.



WEST COG TOWER

◆ Border ◆ Castle ◆ Fields ◆ Road ◆



The soldiers of the West Cog Tower are always vigilant. They take great pride in their absolute obedience and loyalty.

Enter: Free

Leave: Free

Rest: Unseele recover 1 Art or Treasure. Seele recover 1 Ability and 1 Flaw.

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WESTERN ACCESS TUNNELS

◆ City Wall ◆ City Sewers ◆ River ◆



Murky liquids are vomited from the Cog Refinery into the Western Access Tunnels, where massive pumps churn the sludge into some squeals. Even the Slough consider these bilious substances to be unwholesome. Once they're transported to the right swamp, they immediately become somebody else's problem.

Enter: Resolve Trial difficulty 4.

Leave: As above.

Rest: Your opponent automatically recovers 1 of your Flaws if you enter this League. No actual rest is possible in this pungent hell.

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WESTERN MOOR

◆ Marsh ◆ Forest ◆



The trees of the forest are trying to reclaim the Western Moor. The swamplands drain a little more each year, and the forests of the Western Moor spread a little farther. The mud here is so deep that Boggans prefer to stand on the shoulders of trolls.

Enter: Might Trial difficulty 6.

Leave: Might Trial difficulty 4.

Rest: You may recover nothing here.

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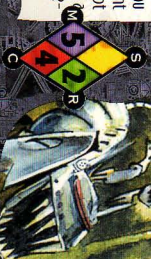
COG HUNTING DOGS



You hear the shrill baying of mechanical hounds in the near distance. You've heard of these things. They're relentless. They're vicious. They nearly always catch their quarry.

If you stand and fight (Combat Test), and defeat the dogs, they are discarded.

If you evade them (Resolve Test), they move with you from League to League and you must rest against them before you leave any League. Resting does not count as your encounter for a day. You may opt on any day to encounter the dogs in a Combat Test rather than the rest of Resolve.



CAPSIZE



It is best to stay in the boat when you come to rough waters.

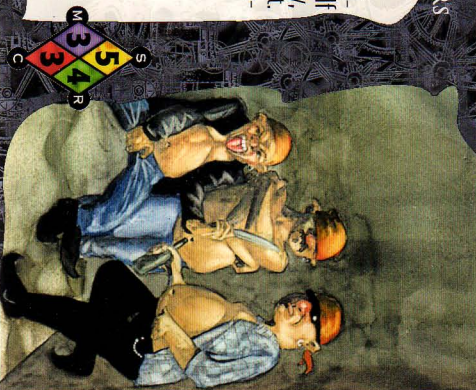
Each Day you encounter Capsized, enter into both a Might and a Resolve Test to make it safely back to shore. You must be successful at both on a single day to defeat this Waylay, though you only exhaust 1 Merit if you fail the dual tests. You may not retreat from this Waylay. Discard this Waylay when it's defeated.



BOGGAN GANG BANGERS



They're small, surly, and in rebellion against Boggan tradition. If you're having a very unlucky day, they might even pose a threat. Discard this Waylay when it's defeated.



CRUEL GEYSER



A geyser erupts right before you, scalding you, roaring its blistering rage at the world in general, and at you in particular. The geyser is a cousin to the Steam Sprites often enslaved by Ironheart, and has developed a marked antipathy towards all fate as a result. It will not listen to protestations of your innocence as regards Ironheart's affairs, so you must berate it at the top of your lungs until you frighten it back into its spout. Discard this Waylay when it's defeated.



COUGHING BREAK



You've wandered into a group of Fack Toy workers on their break, making a team effort to turn the blue sky a sickly gray. The cloud around them is so thick you can feel your clothes taking on a brown stickiness, and your eyes and lungs are burning horribly. You must get through to clean air, if there still is such a thing here. Discard this Waylay when it's defeated.



COG SNIPER



The first indication that you are under attack is the shriek of a ball-bearing zipping past your ear. Then the sniper sees his sights and you find yourself scrambling for your life.

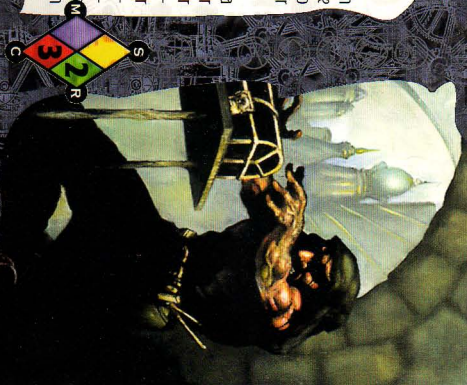
When you lose a Test to the Cog Sniper, choose an Ally as the Merit you exhaust unless all Allies are already exhausted, then you may exhaust other Merits. Discard this Waylay when it's defeated.



FOOTPAD

3 These are hard times for many in Middlemarch, and more than a few have turned to thievery to survive. It's best to keep one hand on your sword and the other on your purse.

If the Footpad is undetected in time by a Resolve Test, he takes 1 treasure of your opponent's choice, and is placed by your opponent on an adjacent League. Your opponent may move him 1 league each of her Days. If you choose to pursue, and encounter the Footpad again, he becomes a Combat Test, and if you beat him, you regain your treasure. Discard this Waylay when it's defeated.



POLLUTED WATER

3 King Ironheart's industrial mania has left its venomous mark on the wildlands of his kingdom. You must know how to spot the signs that the water you're drinking has been corrupted, or suffer the consequences.

If you lose your test, you suffer -1 to all Might Tests and Trials until you rest for 2 consecutive Days. This Waylay stays in play for the rest of the game.



SOCIOPATHIC STEAM SPIRITS

3 These Steam Spirits were freed from their enslavement by a terrible explosion, but not before the pressure destroyed their sanity. Now they zip across the land like burning ghosts, assaulting anything that moves, slithering over their victims' skins and leaving them writhing in agony. If you can somehow appeal to their lost compassion, scolding them with the memory of their stolen past, they may leave you alone. Discard this Waylay when it's defeated.

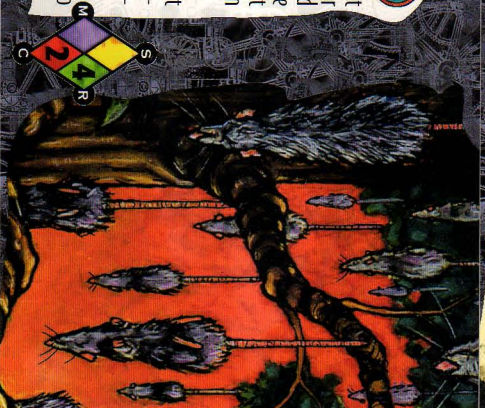


RAT APPLES

3 You'd heard of Rat Apple trees, but never thought you'd actually ever see one. Well now you have and rather wish you hadn't. The choice is a vile one: beat them or eat them. Discard this Waylay when defeated.

Combat - Make 3 Tests against the Rat Apples each Day you encounter them until you have defeated them 3 times.

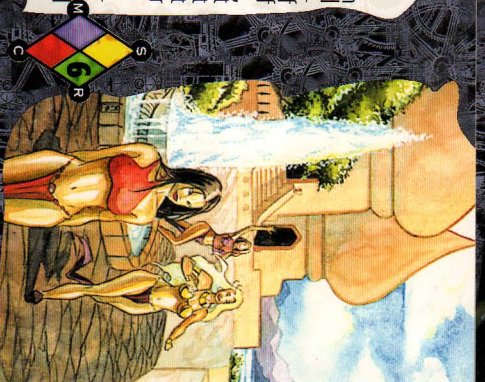
Resolve - Test against Resolve to eat the little creatures.



TEMPTING ILLUSION

3 You make your way across the harsh landscape of the wastelands, dazed with fatigue and exposure, yet pressing on. You must reach your goal if Aedemore is to remain free of Ironheart's fanatical dominion. Then, off in the distance, you see a pocket of paradise, a perfect place, except that it's not actually real. You must realize this and not wander from your path.

If you fail a Test against the Tempting Illusion, lose your next Day in stead of exhausting a Merit. Discard this Waylay when it's defeated.



MECHOROLIS SECURITY

3 Something about you alerts a cog security patrol that you might not belong. Either vanquish them or convince them you're just another workaday slungard in the big city. Discard this Waylay when it's defeated.



ROAD CREW

3 To slip past this Road Crew, you must persuade them that you are one of Ironheart's Public Works Inspectors. Unfortunately, they start asking for advice on technical problem, pulling out blueprints and pointing to equations scrawled in the margins. Solve their problem and convince them you're who you say you are so they don't alert the authorities to your presence. Discard this Waylay when it's defeated.



TIGER TRAP

3 You've fallen into an old-fashioned pit trap and must clamber out if you can. You may not retreat from the Tiger Trap. Discard this Waylay when it's defeated.



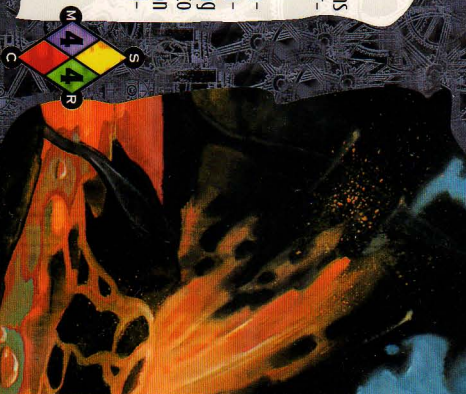
WYLD BOARS

Wyld Boars are fearsome creatures known for their esoteric scissoring techniques and the fact that no one they kill is ever found. Discard this Waylay when it's defeated.



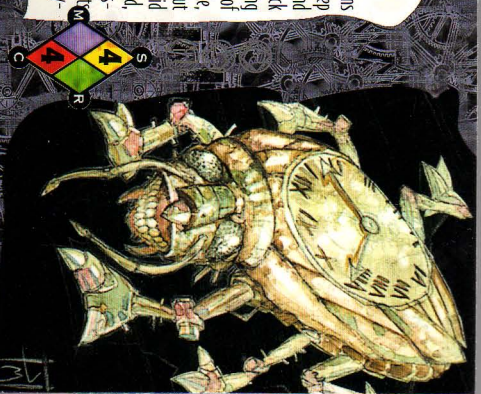
VOLCANIC PLAIN

Breathing this scorching air burns your lungs. The heat is unbearable. Can you plod through?



CLOCK ROACHES

Clock Roaches were early cog mechanisms developed by Ironheart's technicians to keep the time in the labyrinth of Metropolis, and earned their names not only by the clock faces on their backs but through the ticking sound of their iron feet on the iron floors of the city. Aghs, they weren't terribly accurate, so Ironheart tried to exterminate them, but roaches of any kind are impossible to get rid of once you have them. When encountered, Clock Roaches will engage you in a discussion of chrono-science, but their argument tend to be rather circular. Discard this Waylay when it's been defeated.



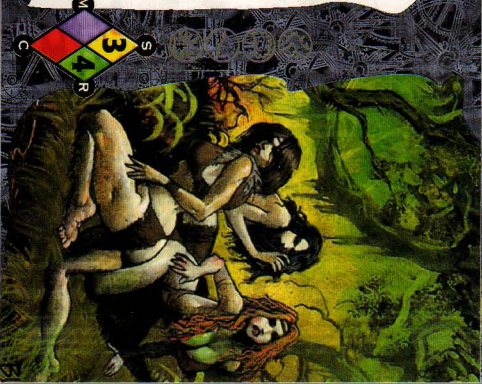
PRESS GANG

A Press Gang of Ques eyes you, deciding you would make an excellent replacement for some Fack Toy workers who dropped dead earlier today. Discard this Waylay when it's defeated.



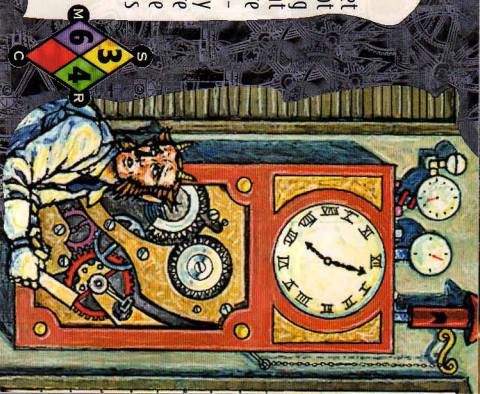
JUNGLE SIRENS

Waiting gently on the breeze are the tempting sounds of a gathering of Jungle Sirens singing their songs. Their songs make you want to stay with them for all of time, forgetting your cares, worries and quests. Tuck them into singing a depressing Slough song or a discordant round of the Gremlin song, "Breaking Things is Fun," in order to break their hold on you. You cannot retreat from Jungle Sirens. Discard this Waylay when it's defeated.



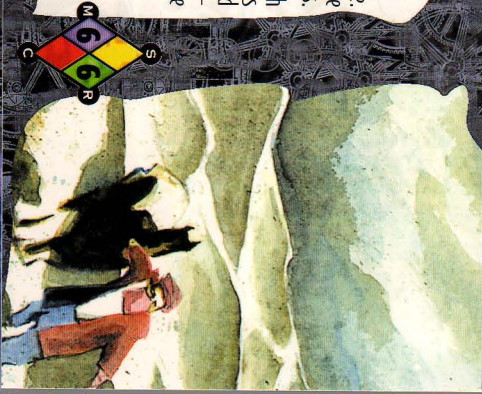
TIME CLOCK

You needed a time-card to get through that door, so you, er, got one. What you weren't counting on was the fact that Middlemarch's Time Clocks are self-aware, and prone to intensive interrogation of those they monitor. Convince the clock you're a worker, or get ready for the Slave Pits, hero. Discard this Waylay when it's defeated.



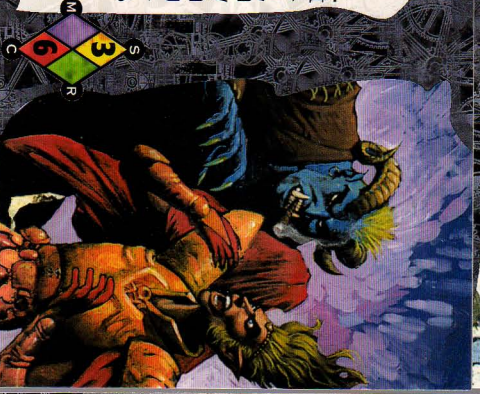
ASH HEAPS

Ash heaps as far as the eye can see. Now you know where the waste from Ironheart's Fack Tories goes. Find your way through the Ash Heaps or lose your way. This Waylay stays in play until the end of the game. In addition to the Resolve Test, the difficulty on the Leave Trial is increased by 1.



ACCOUNTABILITY

Just your luck, to run into Mr. Hodge, Ironheart's Vice President of Vice Presidents in Charge of Accountability and Buck Passing, and have him mistake you for a layabout worker. Enter a Savvy Test to avoid having to spend a day talking to Mr. Hodge. You may not retreat from this Waylay. Discard this Waylay when it's defeated.



COG AUTOCYRO

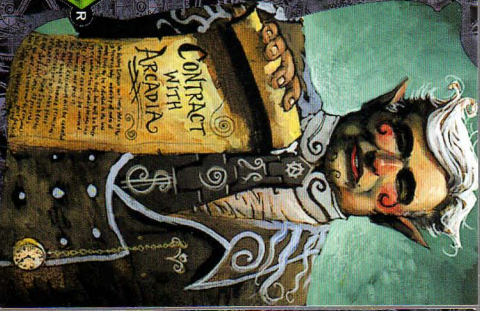
A Cog Autocyro has zeroed in on you, and seems to recognize that you are not a loyal subject of the exalted King Ironheart. It roars through the air overhead like a giant wasp, pelting you with ball-bearings. To defeat it, you must literally leap onto it and wreck its mechanisms. Make a Might Trial difficulty 4, to leap aboard, then a Combat Test to defeat it. This Waylay is discarded when it's defeated.



PROPAGANDA

6
4

King Ironheart's propagandists, called Speakers, have made a frightening impact on public misperceptions about what the Mad King is up to. By appealing to the foe's basest self-interests, and making claims of moral superiority and fiscal responsibility, they present a false-yet-compelling vision of the Arcadia he will bring. You must see past their lies or lose your own vision, abandoning your vital mission to remain in Mechopolis as a slave. Discard this Waylay when it's defeated.



SALAMANDER

6
4

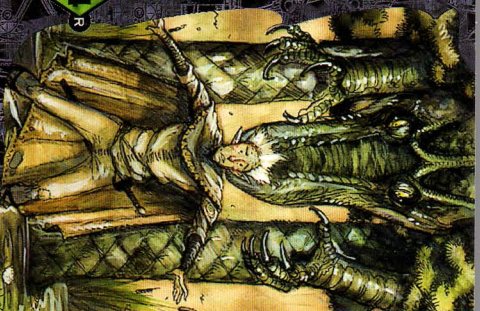
The Salamander is a creature formed of living magma. You mean it no harm, but to its primitive mind any creature larger than itself is a threat. Usually it would flash away in retreat, but you have inadvertently cornered it, and must now face its blistering fury as it throws itself at you. When you lose a Test to the Salamander, you must choose a Treasure as the Merit you exhaust, if possible. Discard this Waylay when it's defeated.



STILT GATORS

6
4

A horrible threat from above, Stilt Gators often place themselves over wildlife trails and other pathways through the wilds, waiting to savage anything that wanders by. Discard this Waylay when it's defeated.



RIDDLE GATE

6
4

No one knows the origin of Riddle Gates, and they are never found in the same place twice. Travelers finding one are compelled to answer riddles asked by the spirits of the gate, and if they do not answer correctly within the space of seventeen hummingbird heartbeats, they are sucked into the gateway and suffer capricious effects.

If you fail the test, roll a die: 1. exhaust a Merit; 2. exhaust one of your Flaws; 3. return to base camp; 4. recover a Merit; 5. recover a Flaw; 6. move 2 leagues in the direction your opponent chooses. This Waylay is discarded once it is encountered.



SANDSTORM

6
4

A furious Sandstorm roars across the barrens, whipping and tearing violently at any unprotected skin. Protect yourself quickly and weather the storm or be devoured by the raw power of nature enraged.

If you lose the test, all of your Treasures are buried and you must remain in this league one extra day per Treasure searching for your missing items. You do not have to exhaust a Merit when you lose. Discard this Waylay once it is encountered.



SWEATSHOT HEAT

6
4

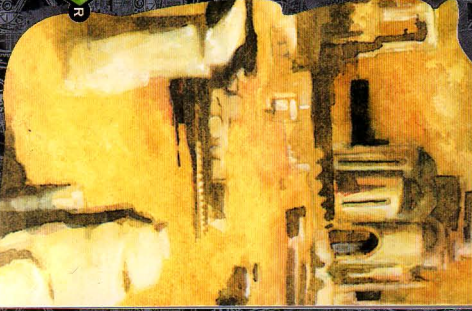
The sweltering heat of rampant industry is broiling your brains in your skull. Stumble or crawl away to get some fresh air or become another roasted casualty of Mechopolis' infernal growth. Discard this Waylay when it's defeated.



RUINED TEMPLE

6
4

This once proud temple is now just a maze of crumbling walls, rooms and dead-ends. Ancient memories still haunt its chambers, trying to confuse with their distracting whispers. Visitors, like you, can easily get lost in the temple and waste away to memory as well, becoming one more thin, faint voice to torment future visitors. You may not retreat from this Waylay and it remains in play for the rest of the game.



SMOG CLOUD

6
4

A symptom of urban development gone mad, this low-hanging Smog Cloud is one of many settling to ground throughout Middlemarch. You must pass through, and know that the only safe way to do so is to hold your breath the whole way. This Waylay remains on the rest of this game.



TANGLE VINES

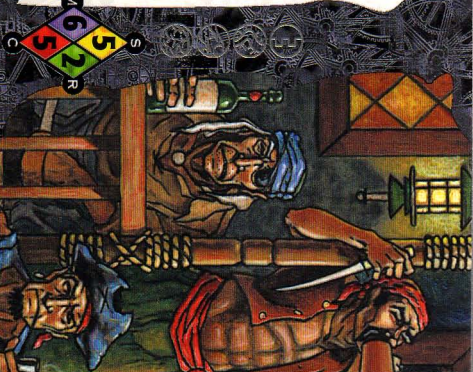
6
4

A number of Tangle Vines have writhed and slithered their way around your limbs, and you know you must break free before they break you down for nourishment. You cannot retreat from this Waylay. Discard this Waylay when it's defeated.



BUCCANEER COLONY

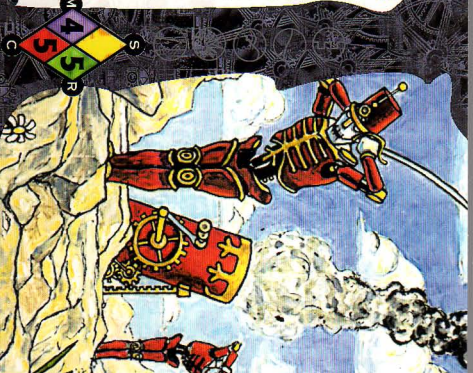
You wander into a gathering of Buccaneers in the middle of a celebration. Being quick of temper, they all pull out their pistols and challenge you – you must either entertain them with a song or story, or “shoot the boat” which means chugging down the nastiest Buccaneer’s boat filled with homemade grog without having the substance return to light. If you lose, exhaust 2 Merits and discard this Waylay as they toss you out on your head. Discard this Waylay when it’s defeated.



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COG MORTAR

You’re under fire by one of Ironheart’s fearsome Cog Mortars. Until discarded, the Cog Mortar will shoot at any character in the same League or in an adjacent League, unless the adjacent League is a Town or Castle League, or a City League of any type. If attacked by the Mortar from another League, you may move normally, but may only test against it with Resolve. This Waylay remains in play the rest of the game.



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GRIDLOCK

Beautiful downtown Mechnopolis – the sights, the sounds, the smells, the traffic. Dirty motorized carriages, loud blaring whistles and yelling people, clouds of noxious exhaust, and the backed-up traffic that never seems to move. You’re stuck until you can either figure out a shortcut or until you talk people into letting you pass. You cannot retreat from this Waylay unless you have a Merit that allows you to fly. This Waylay remains in play until the end of the game.



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WYVERN

Distantly related to Dragons, the Wyverns are much smaller and as vicious as shrews. They live to eat meat, whether hunted or scavenged, and are an uncommon but horrible menace to travelers in wild places. Discard this Waylay when it’s defeated.



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COG MARAUDERS

A rampaging crew of Cog Marauders pins you down on their way to the Andemere border and decides you’ll make a perfect subject for target practice.

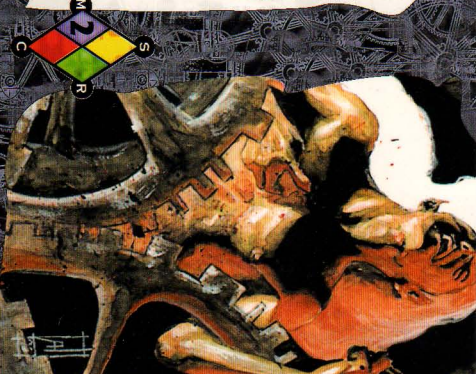
If the Marauders win the Test, you must exhaust one Ability of your opponent’s choice. If no unexhausted Abilities are available, or if they are defeated, the Marauders are discarded with no effect.



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COG TRAP

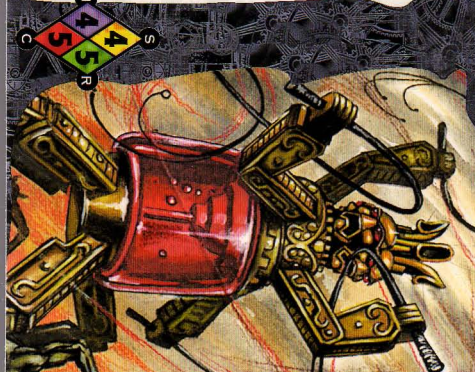
Cog Traps are designed to keep unwanted visitors out of Middlemarch. You just found one. You must pass 2 Tests to break free. You may not retreat. Discard this Waylay when it’s defeated.



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THE 4MAN

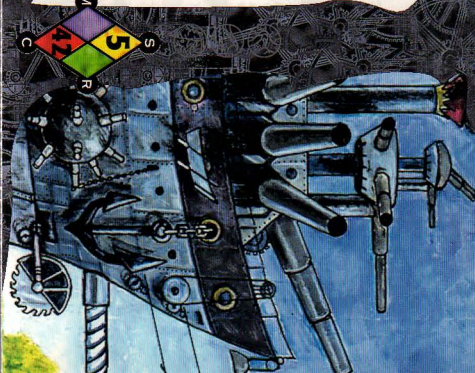
You look like you’re malingering, and the 4Man is here to see that everyone works at 300%. If you don’t agree with him, he will, uh, terminate you, because he knows that all workers are easily replaced. You can stand up to him, and try to take him in a fight, or talk fast and try to get his heads arguing amongst themselves, giving you a chance to slip away. This Waylay is discarded if defeated in Combat, but if defeated with Savvy will remain in play and affect any who travel to this League.



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COG DREADNOUGHT

You are stopped by one of King Ironheart’s gargantuan mechanical war-boats. Convince them you’re a benign presence so that they don’t blow you to fairy dust. Discard this Waylay when it’s defeated.



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COG PLATOON

Dispatched by King Ironheart, this Platoon of Cog Soldiers is looking for a fight. That is, after all, their raison d’être.

You may choose to fight or try to convince them you are not an enemy. If you are defeated in the Savvy Test you must immediately enter into a Combat Test to avoid capture. Discard this Waylay when it’s defeated.

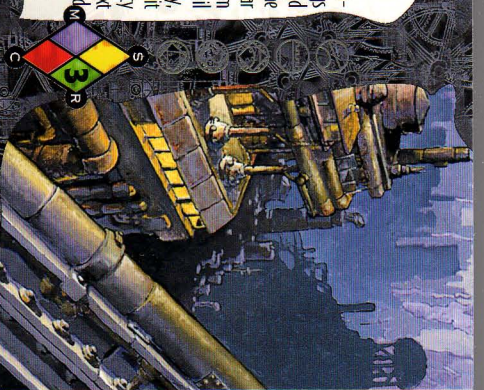


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"PROGRESS"

5

Walls with no sky. A nightmare of city planning. Soot crosses everything, smoke hangs in the air. Citizens shiver between hovel and sweatshop. Despair and deathly shroud the heart, sap you of vitality and hope. You fear nothing can be done to save Arcadia from this developmental apocalypse. If you fail this test and key again on your next Day, subtract 2 from your score. If you retreat, it may only be to a league within no castle. City or town ferrets, then you must rest the next Day. Discard this Waylay when it's defeated.



TORNADO

5

The Tornado roars in like the hand of a vengeful god. If defeated by the Tornado, you are moved one league according to a die roll: 1-2, Left; 3-4, Right; 5, Up; 6, Down. The Tornado moves with you and you must face it each Day until it is defeated. No other Waylays may be played against a character caught in a Tornado, and a Tornado moves into a league occupied by a Waylay, that Waylay is discarded. Discard this Waylay when it's defeated.



COG SUBMARINE

6

The strange mechanical eye rising in your wake is the periscope of one of King Ironheart's submarines. He doesn't have many, but the ones he has are extremely dangerous.

To fight the Cog Submarine, dive beneath the surface and twist its windup key until it breaks. You may also try to trick the Submarine into running aground or wrecking on the rocks. Discard this Waylay once it's been defeated.



SANDMAN PAGEANT

5

A troupe of Sandmen have come to do a theatricalistic production of *A Midsummer Night's Dream* with actual faeries as the actors. There is no audition - there is also no choice. If you don't roleplay well enough for them and remember your character's driving goal in every scene, they might not believe that you truly understand what it is to be a faerie. They will make you practice and practice the role until you have it perfect enough for someone to believe that you are one of the fae. Discard this Waylay when it's defeated.



COG SPIDER TANK

6

Among the most fearsome of Mad King Ironheart's toys, the Cog Spider Tank is a nightmarish clanking terror that shakes the ground as it runs. Until defeated, the Cog Spider Tank will shoot into adjacent Leagues at any character unless that character is on a City League of any type or on a castle or town League. Discard this Waylay when it's defeated.



DAPPER ROKEA

6

Marko the Rokea approaches you with an offer of employment. Can you talk your way out of this without insulting him?

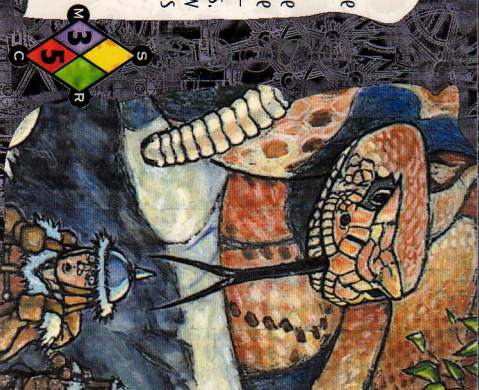
Enter into a Savvy Test to avoid working for Marko. If you fail, immediately face Marko in a combat test. Once he has become a combat test, he can no longer be faced with Savvy. Discard this Waylay when defeated.



SIDEWINDER

5

Snakes. Why'd it have to be snakes? The Sidewinders of Arcadia have been ballooned to enormous size by the deep fear of serpents reflected in the dreams of humans. Like all snakes, they swallow their prey whole. Discard this Waylay when it's defeated.



COG SQUID

6

First you see the rainbow sheen of oil rippling on the water's surface. Then your boat shifts under you as something huge displaces the water as it passes below. Finally, the clanking tentacles snake into the air around you, and you know you have a fight on your hands.

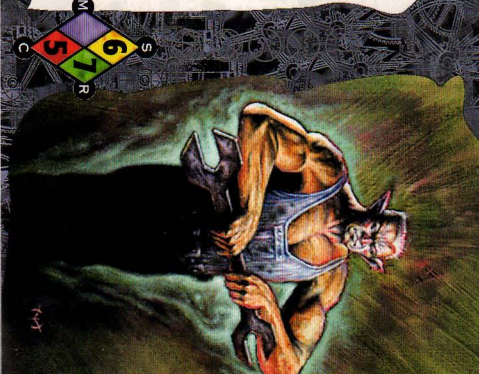
You may discard an Ally (who heroically throws himself at the squid, allowing your escape) to automatically defeat the Cog Squid. Discard this Waylay when it's defeated.



GENERAL MOTORS

6

General Motors needs new recruits for his expanded Zeppelin Fack Lay. Can you explain to him why you aren't available without alerting him to your spy nature? Discard this Waylay when it's defeated.

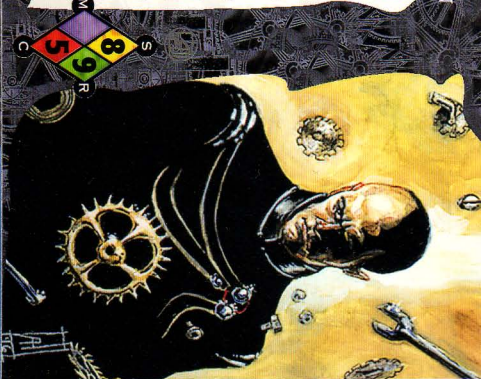


ALDRICH, THE MECHANICIAN

7

Aldrich has been manipulating King Ironheart and advancing his own Dystopian agenda. Now you have gotten in his way, and must face his dark mechanical magics.

Aldrich can summon two Waylays of rating 4, or lower or one of rating 6 or lower to defend him. If available, these Waylays must be cog, mechnic, or Metropolis Security. You must defeat these Waylays before testing against Aldrich himself. Discard this Waylay when it's defeated.



PROSELYTIZING VELOCITATORS

6

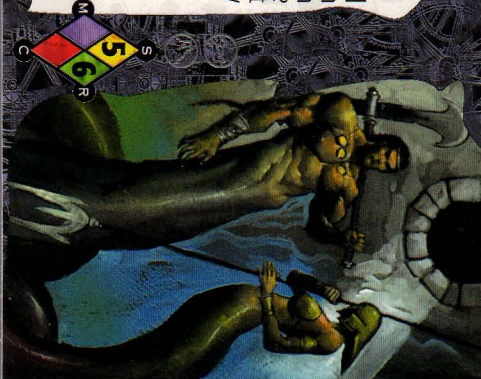
They come with siletto-sharp smiles, proffering their wisdom whether you want it or not. There is no escape from their preaching: they're incredibly fast and dart in front of you when you try to leave. They know how life is supposed to be, and will harry you with this vision as their less spiritual peers would harry a fleeing elk. You must outwit them in debate (they're fervent, but not very bright), making their eyes cross with thoughts too complex for their small, reptilian brains, and slip away whilst they recover. Discard this Waylay when it's defeated.



NAGA GUARDIANS

6

The Naga are reclusive and untrusting of strangers. To gain their trust, you must use reason to make your case. If you fail, the Merit you exhaust must be an Art if possible. Discard this Waylay when it's defeated.



STEEWING, THE STEAM DRAKE

9

The result of the Mad King's "repairs" to a mortally wounded drakon, the monster known as Steewing is a blend of draconian flesh and arcane mechanisms. Whether the Steam Drake wished to be transformed is an unanswered question, but she now devotedly protects Ironheart without hesitation.

If you do not defeat the Steam Drake, her steam blast exhausts 2 Merits instead of 1. Also, if Steewing remains on a League for 3 Days, she goes back into your opponent's hand and may be played again. Discard this Waylay when it's defeated.



PASSING KRAKEN

7

One of the two known Krakens in the Arcadian seas is swimming in this area, unaware of the disaster resulting from its passage. The water churns violently, and one of its tentacles smashes into you, upsetting your boat and leaving you to fight the monstrous undertow of the creature's wake. Arts and Treasures may not be used against the Kraken. Discard this Waylay when it's defeated.



Complete the Hunt... and prepare for the Madness.

ARCADIA KING IRONHEART'S MADNESS

The Hunt for Gamine is over, but now a hero must enter Middelmarch, and discover the secret of Ironheart's power. Will you have the resolve? Will you have the savvy? Will you have the might? Find out as the Arcadia Saga continues in *Arcadia: King Ironheart's Madness*.

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The Madness begins November 1996.

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