Official FAQ for
Empires of the North: Wrath of the Lighthouse.

Unfortunately, during the game's development/production, mistakes were made. Most of these mistakes were due to poor project management that led to rushed development and editing. We have taken the steps to make sure future projects are managed better and the proper time and considerations are in place. We apologize for failing to meet the expectations we all had for the project, and hope you can accept our apologies.

The Portal Games team

NOTE: This FAQ contains answers to rules questions and clarifications to text, such as typos and easily confused or ambiguous language. This FAQ does not contain text corrections for misprints, minor typos, grammar, punctuation, etc. that do not affect gameplay or player understanding.

GENERAL

ASSIGN VS. PLACE
Page 3 of the rulebook contains an example that states:
"If a card effect instructs you to place 1 🪵 in a Beach Area, take a 🪵 from your supply and place it in that Area."

It should state:
"If a card effect instructs you to place 1 🪵 in a Beach Area, take a 🪵 from the general supply and place it in that Area."

POOR MARKET CARD
The Poor Market card states:
"Once you've assigned 4 Rare Resources to the Market, Read C4."

It should state:
"Once you've assigned 4 Rare Resources to the Market, Read C1"

ABUNDANT HARVEST CARD (19, 20, 21)
The Abundant Harvest card states:
"Immediately: Gain the Goods you Harvest a second time."

It should state:
"Immediately: Gain the Goods you Harvested a second time."

MINOR FIELDS / MAJOR FIELDS CLARIFICATION
Minor Fields are Fields that provide 1 Resource and Major Fields are Fields that provide 2 Resources.

CAN YOU USE RESOURCES ASSIGNED TO THE MARKET CARD?
No, you cannot use Resources assigned to the Market card. In addition, the Resources do not count toward final scoring (as per the base game rules).

HOW MANY ROUNDS DO YOU PLAY
As explained on page 2 of the rulebook, you set up and play just like the normal Solo Mode of the base game, in which you play 4 Rounds.

RELEASE VS. REMOVE
When you remove a component, it is discarded to the general supply or appropriate discard pile. When you release a component, it is returned to your personal supply.

SCENARIOS

NEGLECTED COUNTY

When playing with the Heidel Clan

When assigning workers to Neglected Locations, you only assign a single worker. The additional worker cost is spent and placed on your Spent Workers tile.

DISAPPEARING SUPPLIES

How do you get access to the Footprint token?

You gain the Footprint token by reading 📖 22.

How do you get the Footprint token onto an Action tile?

This is a mistake in the text.

The text of the Thief's Trail card states:
"Action: Have Clan Action pawns on both of the Action tiles where the 👀 is and have a 🐾 assigned to that Action tile. Then, spend 1 🪓 and 2 Workers to Read 📖 23."

It should state:
"Action: Have Clan Action pawns on both of the Action tiles where the 👀 is and have the 🐾 on this action. Then, spend 1 🪓 and 2 Workers to Read 📖 23."

Thief activation and movement

The Thief is activated whenever the action on the Action tile, in which the Thief is located, is resolved, regardless of whether it is because you placed a Clan Action pawn on the tile or if a card or effect with a capitalized action such as EXPLORE, SAIL, HARVEST, etc. is resolved.

Treat the Thief movement as if it said:
"Whenever you resolve an Action tile action with the 👀 on it, you must assign 1 🪵 / 🍎 to the Bag Area if possible and move the 👀 between the two Action tiles directly across from the Action that was just resolved."

Bag Reaction

The text of the Bag Reaction states:
"If a 5th type of Resource is found in the Bag Area, Read 📖 24."

It should state:
"If a 5th Resource of a single type is in the Bag Area, Read 📖 24."

EXPLORING THE COAST

FOG Event

The text of the Fog Event states:
"Discard 1 Explored Island, then Explore as many Islands (in any combination) as 🧍 you have in the 🎪 Area."

It should state:
"Discard 1 revealed Island, then reveal a number of Islands (in any combination) equal to 🧍 you have in the 🎪 Area."

(Reveal is a keyword introduced in Barbarian Hordes and it refers to the Island cards face up on (or below in some cases) the Expedition board).

FIRE Event

The text of the Fire Event states:
"If 📄 Conflict is present, Read 📖 34. Otherwise, remove 1 🟨 with 🪵 in its cost from your Empire cost."

It should state:
"If 📄 Conflict is present, Read 📖 34. Otherwise, remove 1 🟨 with 🪵 in its cost from your Empire."

Coast Guard Special action

The text of the Coast Guard action states:
"Action: Assign 1 🧍 to the selected Coast Area to EXPLORE."

It should state:
"Action: Assign 1 🧍 to a Coast Area of your choice to EXPLORE."

ENTRY

Entry 31ZA in the Tale should be *"Z31A."*

DYING CROPS

(No Known Issues)

CATHEDRAL IN RUINS

Can Field Upgrades be played as normal?

You may play Field upgrades as normal as long as they follow the normal rules, which state that the upgrade must be attached to a Field card matching its type.
If it is an upgrade that does not need to be attached to an existing Field you may play it, since it is not a *"Basic Field."*

JOURNEY TOWARD THE LIGHTS

SCORING CHANGE TEXT
The first point of text under Scoring Changes states:
"Gain 2 ⭐ for each 🟩 (including those assigned to 🟫).

It should state:
"Gain 2 ⭐ for each 🟩 you have (including those assigned to 🟫).

EVENT #5 (CENTER)
The text states:
"Flip the Action tile (if possible: Sail), to its Solo side."

It should state:
"Flip an Action tile (if possible: Sail), to its Solo side."

STRONG IN FAITH

(No Known Issues)

ARCHIPELAGO IN NEED

Lighthouse Keepers Attack
The text of the Lighthouse Keepers Attack effect states:
"Turn the Island card next to the indicated Action tile face up. If the Island is already face up, turn the indicated Action tile to its Solo side and read 📖 82."

It should state:
"Flip the Island card next to the indicated Action tile face down. If the Island is already face down, flip the indicated Action tile to its Solo side and Read 📖 82."

SHARKS ON THE ARCHIPELAGO

Do the exhausted Islands near the Action tiles refresh at the end of the round?
Yes, the Islands refresh as normal.

LIGHT PIERCING DARKNESS

ENTRY 102
The text of the Entry states:
*"Gain 2 ⭐ for each of your 🛶."*

It should state:
"Gain 2 ⭐ for each 🛶 you have."

EVENTS
Clarification: The Event text refers to the Blessings and Curses Rules Change.
When you resolve an Event, check the amount of 💥 and 🌀 you have according to the Blessings and Curses Rule Change. If you have more 💥

than 🌀 you must spend 1 Resource (indicated by the Priestesses) for every 3 💥 you have. If you have more 🌀 than 💥 you must spend 1 Resource (indicated by the Lighthouse Followers) for every 3 🌀 you have.

For Example: Event 1 is resolved, and you have 12 💥 and 9 🌀, so you must spend 4 🪵 .

EIGHTH PLAGUE

Crops Among Plague
The text of the Rules Change: Crops Among Plague states:
"You may only Build new Fields under the selected Action tiles."

It should state:
"You may only Build new Fields under Action tiles. When you Build them you may place them under your choice of Action tile. There is no limit to the number of Fields that may be under each Action tile.

TEAM OF EXPERIENCED SOWERS
The text of the Special Action Crops Among Plague states:
"Action: Spend 2 🧍 and 1 🪵 / 🍅 to draw a card from the Grain deck and immediately Build it under the selected Action tile (you immediately gain the Resource it provides)."

It should state:
"Action: Spend 2 🧍 and 1 🪵 / 🍅 to draw a card from the Grain deck and immediately Build it under your choice of Action tile (you immediately gain the Resource it provides)."

THREE-FIELD SYSTEM
The text of Event #2 states:
"Swap the 2 selected Fields in their places and Read 📖 114."

It should state:
"Choose 2 Fields, swap their places, and Read 📖 114."

PREPARING FOR WAR

EVENT #5
The title of Event #5 should be *"Mutated Animals."*

SIEGE OF THE LIGHTHOUSE

Nightmares Amid Beaches

A clarification is needed to let players know that these effects are directly tied to the Events of the Scenario, which will indicate which Lighthouse is affected.

IN THE TENTACLES OF CHAOS

Setup Changes

Clarification: The Nearby Islands that you place into your Empire are drawn from the top of the Nearby Islands deck.

MONSTROSITY EVENTS

Clarification: Events #2 and 5 have the keyword Monstrosity, which is connected to the Lords of the Sea Rules Change. If the keyword Monstrosity appears in the Event, you draw a number of Naval Events equal to the 🛖 that are assigned to the Lighthouse Keeper's Ship Area, but ONLY resolve the first Monstrosity that you draw. If you do not draw a Monstrosity, gain 1 🌀.

ENTRY Z142

Clarification: The 4th bullet point of this Entry is in references to the 3rd. It should not be its own bullet point, but instead be an addition to the 3rd bullet point.

ISLAND OF RADIANCE

(No Known Issues)