

WRATH of the LIGHTHOUSE

RULEBOOK

55 Campaign cards, including:

WARNING: DO NOT shuffle the Campaign cards before playing!

BACK



FRONT



4 Double-sided
Location cards

BACK



FRONT



9 Crop Event
cards

BACK



FRONT



35 Naval Event
cards

FRONT



1 Follower
card

FRONT



10 Special
Field cards



Scenario book



4 Progress sheets

If you need more Progress sheets, you can print out more using the QR code.



5 Lighthouse
tiles

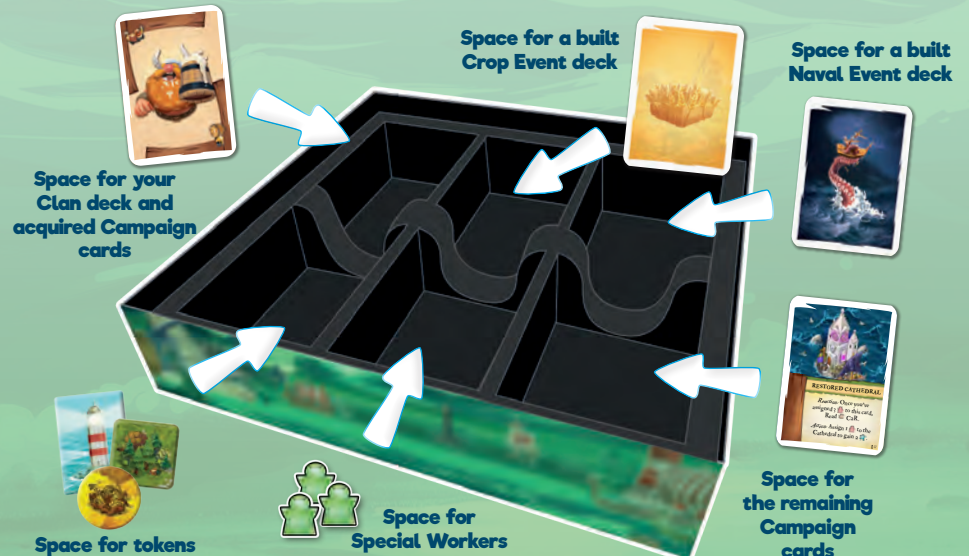


10 Special
Workers



30 tokens

SUGGESTED COMPONENT STORAGE



GAME OVERVIEW

The door to the main hall swings open, revealing a spacious interior. Around an enormous table, on elaborately decorated, but seemingly uncomfortable chairs, sit the other court advisors. One of the servants shows you to your seat and after a moment, the Emperor joins you, commencing the meeting. You're surprised to see that the leader is even more troubled than usual. The topics discussed in turn seem to explain his gloomy mood. Poor harvests in the south, riots in the west, and a massive earthquake in the center of the country. On top of all that, there are bandits robbing caravans and a mysterious cattle disease. You get the impression that—in the face of all this news—the need to repair the Great Temple is not worth mentioning. The Emperor quickly leads you astray. His subjects are outraged, and they see the neglect of the worship center as the cause of all the misfortune. You don't think that simply fixing the leaking roof and putting in a few stained glass windows will secure the empire's favor, but the people have a different opinion. The repair of the temple is the primary problem for the whole court council, and therefore your number one problem as well.

Wrath of the Lighthouse is a single-player expansion that introduces a series of Scenarios, combined into a cohesive Campaign. You take on the role of an advisor to the Emperor, leading a chosen Clan. Each Scenario has two possible endings. If you achieve at least as many points as indicated, and follow the remaining instructions, you will resolve the superior ending and be redirected to the indicated Scenario. However, even if you resolve the inferior ending, you will be redirected to a different Scenario—there is no situation where you must repeat a Scenario. Throughout the Campaign, you use the Progress sheet to record your victories and changes for subsequent games.



GOAL OF THE CAMPAIGN

Your goal is to complete the entire path of a story. You do so by completing Scenarios, each telling you the name of the next one. The different Scenarios have a point threshold, as well as other special requirements that you must meet to win. After you complete each Scenario, you must check your win/lose ratio. If you lose three Scenarios in a row, it means that you have failed the Campaign and must start over. Remember to keep track of all your progress on the Progress sheet.

STARTING THE CAMPAIGN

Before starting the first Scenario, take the Progress sheet and select a Clan to use throughout the Campaign by writing it in the upper lefthand corner of the Progress sheet. You cannot pick the Saikoro, or Urvart Clan. For more about the Progress sheet, see page 4.

GAME SETUP

Prepare each Scenario according to all rules in the Basic rulebook, Solo Mode, and the Setup Changes of the Scenario currently being played.

As you play throughout the campaign, keep in mind the following changes that may occur:

The end of each Scenario determines which Scenario to play next. As you play the Scenario, record the Setup Changes on your Progress sheet, which should also be considered in preparing each subsequent game.


Below are the rules for preparing your first Campaign Scenario:

1. Open the Scenario Book to page 2, "the Neglected County" Scenario.
2. Prepare the game according to page 5 of the base game rulebook, as well as the Scenario Setup Changes.

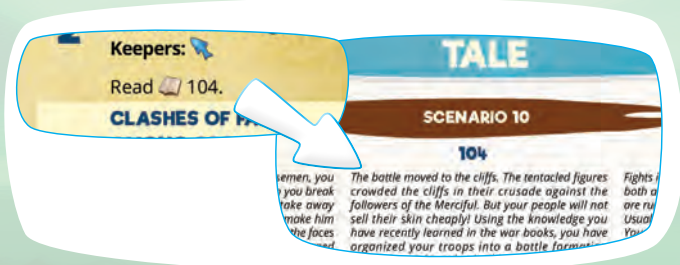
Remember: the selected Clan must be used for the entire Campaign!

NEW RULES


READING ENTRIES


When you come across the Read  effect, go to the Entry with the indicated number in the Tale section (on pages 7-24 of this manual). Read its contents and follow the presented instructions. The instructions often refer to the Progress sheet, described on the next page.

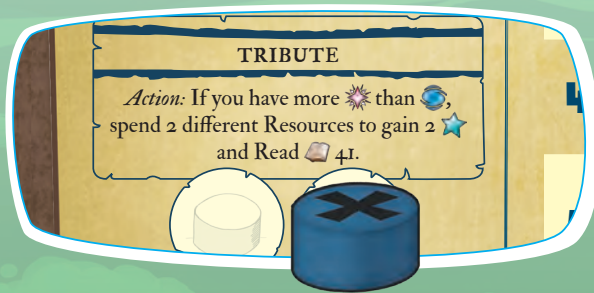
If you are unable to complete a Tale's instruction, you lose 2 .




SPECIAL LOCATIONS

Special Locations have at least one box marked with a . Their number indicates how many times you may perform their action each round. After you perform the action, cover the space next to the Location with a Clan action pawn (in an unused color), face up. During the Cleanup phase, remove all unexhausted Action pawns from the Scenario page.

If a game effect instructs you to place an exhausted Clan Action pawn  on a Special Location, use one of an unused color. It remains on that space until the end of the Scenario, preventing you from performing that action again.





For example: You may perform the Tribute action once per round because one of the spaces is already blocked by a  until the end of the game.

SCENARIO AREAS

Some Scenarios have Areas. They are marked by a colored outline and a box with a caption. You may place and assign Goods in these Areas through specific actions (mainly in Special Locations). In general, interactions with Areas relate to Scenario events and end-of-game objectives.



For example: If a card effect instructs you to place 1  in a Beach Area, take a  from your supply and place it in that Area.

PLACE AND ASSIGN

Many effects in the game refer to the placement, or assignment, of a component. The difference between these terms is important during the Campaign.

Assign - the indicated Good is assigned to the indicated component from your supply. To assign the Good, you must have an effect that allows you to do so. You cannot use or move the assigned Good unless an effect directly instructs it.

Place - place the indicated Good on the indicated space by taking it from general supply.

PROGRESS SHEET

The Progress sheet is used to record changes made in each game that affect subsequent Scenarios.

➤ **Selected Clan space** - the space in which you write the Clan you choose to play throughout the entire Campaign—you must play the same Clan throughout the Campaign!

➤ **Story Progression** - this section is explained throughout the Campaign.

➤ **Victories and Defeats** - used to keep track of completing the goal for the entire Campaign.

➤ **☀ and 🌀 Level tracks** - the amount of boxes marked on these tracks affect Events during the Scenario, or Special Location actions, which are explained throughout the Campaign.

➤ **Event Deck Sections** - these affect the presence of particular cards during play with unique Events.

➤ **Setup Changes** - these are specific changes that you must implement for subsequent Scenarios.

➤ **Section with 🏠** - the number of 🏠 here and how they work is explained as the Campaign progresses.

PROGRESS EFFECTS

WHEN YOU ENCOUNTER AN EFFECT:

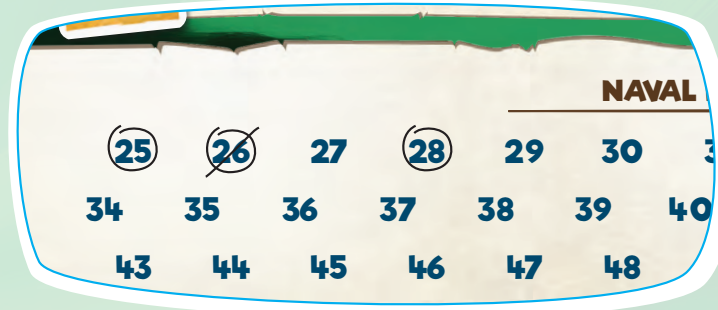
➤ - write the entry in the Feature Progress section of the Progress sheet exactly as it appears.

➤ **Write** - write the indicated content on the Progress sheet.



➤ **Circle** - draw a circle around the indicated card number on the Progress sheet.

➤ **Cross out** - Cross out the indicated card number on the Progress sheet.

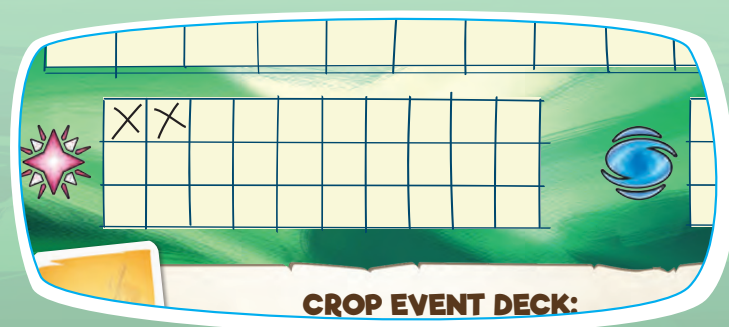


For example: Cross out 26 and Circle 28 means that during the next game, when you prepare your Naval Event deck, you must shuffle card 28 into it, and card 26 remains in the box unused.

NOTE: If the effect tells you to Circle a number that is already Circled, or to Cross out a number that is already Crossed out, nothing happens.

➤ When you gain a ☀ / 🌀, fill in the indicated number of boxes on the corresponding track of the Progress sheet. You cannot lose the ☀ / 🌀 that you have gained.

For example: When you gain 2 ☀, fill in 2 boxes on the ☀ Level track.



WARNING: You may receive more ☀ and/or 🌀 than the spaces on the sheet. If this is the case, mark the excess in the Setup Changes.

RULES INTRODUCED DURING THE CAMPAIGN

READ THE FOLLOWING RULES IN THIS SECTION ONLY WHEN INSTRUCTED TO DO SO BY SCENARIOS.

DOUBLE-SIDED LOCATIONS

The Setup changes instruct how these Locations are lined up and which side is face up. These Locations provide 1 ★ when scoring. Double-sided Locations have a Reaction effect that must be resolved immediately after the conditions of the effect are met.

NOTE: Entries regarding cards can be found on page 24!

CREATING AND PREPARING DECKS

Various Scenarios require you to create, or prepare, a deck.

When you create a deck, take the cards with the corresponding numbers (located in the lower righthand corner of each card), shuffle them, and place it next to the Scoring board.



For example: To create a Grain deck, take the cards with the indicated numbers and place them in a face down pile next to the Scenario Book.

CREATING EVENT DECKS

You must prepare the Crop and Naval Event decks according to the corresponding section on the Progress sheet. This means that you must take cards with Circled but not Crossed out numbers.

NAVAL EVENT DECK

If you are using the Naval Event deck during the game, when you resolve SAIL, and after you have placed the 🚢 on the Expedition board (and assigned Goods, if any), draw the top Naval Event card and resolve it. Unless otherwise indicated, place the card into the Naval Event discard pile. If you run out of cards in this deck, shuffle its discard pile back into a new deck.

CROP EVENT DECK

If you are using the Crop Event deck during the game, when resolving HARVEST, after receiving Goods from a 🌾, draw the top card from the Crop Event deck and resolve it. Unless otherwise indicated, place the card into the Crop Event discard pile. If you run out of cards in this deck, shuffle its discard pile back into a new deck.

RARE RESOURCES

A Rare Resource is any Resource not provided by your Clan's Starting Fields. Gold 🏠 is always considered a Rare Resource (even if you have a Starting Field that provides it).



For example: If the card states, "Spend 1 Rare Resource," and you are playing the Ulaf Clan, you must spend 1 🏠 / 🏠, to perform the action.





REVEAL AN ISLAND



If an effect tells you to reveal an Island, take the top card from a chosen Island deck and place it below the Expedition board (on the appropriate side). Treat it as if it were available on the Expedition board.

RULES INTRODUCED DURING THE CAMPAIGN

SPECIAL WORKERS


FOLLOWER WORKERS

 represent Lighthouse Followers, and  (including ) represent Merciful Followers. When using the Populate action, you always gain a .



You may use  as standard Workers unless otherwise indicated. However, if the effect tells you to use a , you cannot use a standard Worker.

NOTE:  are also treated as Merciful Followers and may be used interchangeably with .







EXCHANGE a  for a  (or vice versa)





When you see this, it means that you must use the indicated Follower Worker from your supply and exchange it for the other indicated Follower Worker from the general supply. If this is not possible, then use the Follower Worker from your Clan tile. If still not possible, then use the Follower Worker that is assigned to a  in your Empire. You cannot exchange Workers assigned to Campaign cards or Scenario Areas (unless otherwise indicated).

SETUP CHANGES: NUMBER OF

If there is a value in this table during the Setup, take the indicated number of  written in the rightmost space. Then replenish this supply with Merciful Followers () so that you have a total number of Workers equal to the base value with all received changes.

SETUP CHANGES (NUMBER OF IN WORKER SUPPLY):

2	4	3	  	  
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For example: If in the Setup Changes you have written: Gain 1 additional  and in the rightmost  space '3' is written, then your supply of Workers is 3  and 3 .

WRITE / UPDATE  **THE SUPPLY OF WORKERS:**  When you see this, write into the leftmost empty space of the table, the sum of  that:






- > remain in your supply.
- > are on your Clan tile.
- > are assigned to cards.
- > are assigned to Areas.

TALE

NEGLECTED COUNTY


11

After a brief conversation with the locals, you learn about the reasons for their misery. The shipwrights skills are underutilized and they have been squeezed out of business by competition, which has used some special navigation mechanism on their boats to steal business. Since you live in a time before capitalism, there's not much you can do about the competition without violence, so you come up with a great idea to help your subjects. All you have to do is give them an order for a couple of ships. The benefit will be mutual!

- You may spend 1  and 2  to gain 1  and 2 .
- If you do not, gain 1 .

12



The market is quiet. Apparently, it's been like this ever since those new, mysterious ships showed up on the coast: the ones with slender hulls carrying barrels with that strange emblem of the green tentacle. What's more, the overseas merchants aren't offering their goods to the locals, but instead immediately packing them up on carts and sending them east or west. What do they have in these barrels? Pickles?

- You may spend 1  to gain 1 Rare Resource.

13



What a beautiful sunset! The clouds glide sluggishly across the orange sky. The residents are slowly getting ready for sleep, a few children are still playing, chasing dogs, someone in a green cloak is about to attack the priestesses of the Merciful... What! Someone is attacking the priestesses of the Merciful! Your men quickly intervene, but the thug somehow breaks free and runs away. The guards chase after him, but quickly give up as he disappears around a corner. Who was it? You can't get a definite

answer. Apparently, there have been similar incidents before. Someone has been regularly harassing the servants of the gods, but until now they only hurled insults at them. Today was violent. The women are terrified and ask for your help.

- You may discard 1  to gain 2 .

14



The city's patricians seem to show little interest in the misery of the poor. Instead of lowering the prices of their goods and services, they've raised the prices even more. The conversations of these conceited buffoons focus mainly on issues completely irrelevant to the interests of the Empire, such as the decline in gold valuation, the scarcity of pine wood, and the increase in demand for herring in cream. You feel a small sense of satisfaction when you hear the news that one of them made a bad bet on the last race. Through this grotesque conversation you pay attention to only two threads. The first is the issue of watered-down beer in the Wilted Mug Inn. You nod in agreement with the opinion that it's simply disgusting. Secondly, the patricians don't like the priestesses of the Merciful constantly begging for more donations for their temple. Perhaps this is where you should start searching for the mysterious thug in the green cloak...

- You may spend 1  to immediately Build a random  Location from your hand for free.

15



You visit the slums, but after a while you feel like fleeing. Desperate mothers with infants in their arms lunge at you, begging for a few pennies for bread. Bloodless dogs glare at you with starving eyes, sniffing for anything resembling food. You find a few coins in your pocket, which you had intended to spend on a substantial meal, but... Well, you can let go of that pleasure. You hand over all the money, and the women fall to their knees in appreciation.

You turn your attention to the priestesses of the Merciful watching the whole scene from a narrow side-street.

- You may spend 2  to gain 1 .

16


And to think that not so long ago you wanted to write this place off. And here you are! It's as if you found yourself in another city. The districts of the poor are poor in name only. Now nobody asks you for alms and even the dogs wag their tails, seem well-fed, and happy to see you. It looks like you'll be able to sleep peacefully—at least for now.

- Write  Setup Changes: Gain 1 additional .

21

It seems that being Governor of this province was your calling! Thanks to your wise management, the people's situation has improved significantly. And what does that mean? That you can raise taxes! More money equals more donations to rebuild the Grand Temple! But there's nothing to be happy about yet! Providing protection for the priestesses and putting a few sheep through the ritual is not yet a renovation. A crumbling facade, a hole in the roof and a cracked floor. Not to mention kilograms of gold for the necessary decorations... Because you know—golden, but modest. Your mission has just begun!

You win the Scenario!

- Gain 1 .
- Go to the "Disappearing Supplies" Scenario on pg. 4 of the Scenario book.

TALE

22

It seems that you're in a little over your head as Governor. Over the past few months, the condition of towns in the South of the province has not improved at all. The locals have begun to look upon you with distaste, even your funniest joke about the squinty-eyed herring provokes only irritation. And that priestess you attacked the other day has died... You feel as though you've failed. All this time, and you still haven't tried to raise taxes, because it would probably end in rebellion. And without taxes, there's no gold, and without gold, there's no renovation of the Great Temple. The only thing you can do is to report the failure of your mission to the Emperor. The reply is quicker than you expected, but instead of the expected reprimand, you read the letter which describes a promise of financial support. Does your ruler like you that much, or maybe he assumed your failure in advance. But if so, then why did he give you the mission at all? To ridicule you? There's no point in discussing it further. You have a second chance. Who knows if it won't be your last? Hold on to it.

Unfortunately, you didn't win the Scenario...

- Write Setup Changes: Draw 1 fewer, gain 1 additional .
- Go to the "Disappearing Supplies" Scenario on pg. 4 of the Scenario book.

21

Your guards failed again. They came back breathless and perspiring, informing you that they did not manage to catch the thief, unfortunately. You reprimand them and threaten to ban drinking during night patrols. Terrified by this, the guards hand you a jar that fell from the robber's bag during the chase. You unscrew the lid and the strange contents of the jar pique your interest... You plunge your hand inside...

Ew! What kind of nasty stuff is this! It smells like wax, but it's greasy and smears between your fingers. Why would a thief need wax? Does he rob bees as well as people? You're unable to wash the substance from your hands... How disgusting!

- Gain 1 .
- If you have at least 4 , place a on the Lost in the Chase action.

22

Catching the thief became a priority. You began to send out more and more patrols, happy to see that your guards were less and less out of breath with each passing day. You yourself visit the port districts more often, hoping that you'll catch a glimpse of the robber's malachite robe in a back alley. Unfortunately, that's not how it works... After a few weeks, you get some interesting news: one of the hounds has followed the trail of the stinking tallow straight into one of the port's wax candle warehouses...



Footprint token

- Place a on the Looking for the Thief action. Place a on the Thief's Trail action.

23

It's been said that the best ideas appear while bathing, and you are no exception to this experience. While sitting in a vat of bubbles, you devised an elaborate plan to capture the thief. The next day you disguise yourself as a rich merchant and order one of your men to dress up as your wife in a lovely dress and veil. You organized a wagon, loaded it with beer and venison, and the two of you set out in a caravan, hoping to lure the elusive robber to you. At the edge of the forest, you stopped the caravan, left your pretend wife behind as you joined the guards already waiting in hiding. It didn't take long for the man in a greenish cloak to approach your wagon from behind, attempting to surprise the lone woman. The disguised guard turned suddenly, removed the veil, and pounced on the robber. The robber was so shocked to see a bearded man with a sword emerge from beneath the frills that he did not even resist. You found a map with marked areas, where he's most likely hidden the stolen goods. Time to recover at least some of them!

- Remove the from the Action tile.
- You may release 1 type of Resource from the Bag Area and remove all remaining Resources to gain 1 for each of them OR remove all Resources from the Bag Area.

24

You haven't received information about any new thievery for a while, but that doesn't improve your situation at all. The losses are already huge. Kilograms of meat, several dozen barrels of beer and even more wax. The warehouses are so deserted that you can't even count on your favorite rollmops. You fear that all clues leading to the robber are irretrievably lost...

- Place a each on the Looking for the Thief and Thief's Trail actions. Gain 1 .
- Lose 5 .

TALE

25

It seems that even while taking a bath, you can't come up with any meaningful plan to catch the robber. The townspeople begin to laugh at you, mocking your disorganization. Even among your own people you notice a decrease in discipline and hear scathing remarks whispered behind your back.

- Lose 1 ★ for each Resource in the Bag Area.

26

A group of priestesses visit the nearby market. They seem delighted at the improvements you've brought to the area. They can finally afford to buy the incense and fruit necessary for the rituals. You have no idea what part the fruit plays in the rituals, but try not to think about it too much. Priestesses visit you in your home and as a gesture of gratitude, they wish to reveal the words of prophecy to you. Completely free of charge! You accept their offer. Perhaps you'll learn something interesting. One of the priestesses creates a vortex in a bowl full of water and sand with a metal stick. After a while, the chaotic movement of the grains begin to form the shape of a boat with a slender hull. You see the boat approach the edge of the bowl, pushing a large wave before it that destroys another shape—a shape somewhat reminiscent of the southern coast. Is this a certain future, or maybe just a warning?

- Gain 1 ✨ and 2 ★.

221

Despite many attacks, you've managed to gather enough supplies to survive the coming winter. It is far from a success, but it is just as far from being a failure as well. Your subjects have something to eat and that is the most important thing. Of course, many things ruin your peace of mind and perhaps always will. As you relax in your favorite rocking chair, you search for answers to the questions that have been bothering you. You wonder why only certain warehouses were robbed? What do the thieves plan to do with the stolen goods? And finally: who are they really?

You win the Scenario!

- Gain 1 ✨. If you have a 🍌 on the Thief's Trail action, gain 1 additional ✨.
- Circle 🖍: 25, 26, 31, 32, 33, 34, 35.
- Go to the "Exploring the Coast" Scenario on pg. 6 of the Scenario book.

222

The last rays of the summer sun hid behind the horizon. This is the end. Nothing else will grow this year, and nothing will be harvested from the fields. People will starve this winter. The greatest enemy will not be a foreign army, but death in the form of empty plates and empty stomachs. Once again, your only hope lies in the Emperor. Only begging for his support could give his subjects a shred of hope for survival here. As if that weren't enough, the robbery problem hasn't gone away. They might return next year, plunder your lands, and burn them to the ground—they'll be leeches, regularly draining your blood. You haven't been able to sleep for several weeks, constantly pondering the fate of the South.

Unfortunately, you didn't win the Scenario...

- Circle 🖍: 16, 17, 18, 19, 20, 21, 22, 23, 24.
- Go to the "Dying Crops" Scenario on pg. 8 of the Scenario book.

31

The flora and fauna of this primeval forest had nothing to complain about. The proximity of the sea and the river flowing into it, the fertile soils, and the high humidity in the air produced a green paradise that many were sure to covet. In the shadow of the forest, rafters illegally float hundreds of wooden logs. If before they had somehow eluded your patrols, today their robbery comes to an end. Leading a cavalry troop, you surprise a group of rafters as they come ashore. The encircled men put up no resistance and don't even try to escape. You ask them why they decided to steal wood from the imperial forests despite the fact that they risked imprisonment. In response, the rafters lead you to a construction site for an extremely tall structure. You stare at the scaffolding. Whatever it is, it appears to be built with the utmost craftsmanship. You think back to the rebuilding of the Great Temple and conclude that jail can wait. If the thieves make a deal and lend you their architects, they might live a little longer. The question is, do you want to make such a decision behind the back of the Monarch, or will you lawfully punish the criminals?

DECIDE:

Punish Criminals:

- You may gain 2 🍌 and Write 🖍 Story Progression: **Conflict**.

OR

Settle a Case:


- You may spend 1 🍌 to release all 🍌 from the 🗺 Area and Write 🖍 Story Progression: **Agreement**.

32

- When you ordered the construction of a watchtower, the starving population of the town went for pitchforks to the sheds. However, the seemingly unnecessary expense soon paid off. You ordered regular night patrols to be sent from the watchtower to search the entire coastline up to the cliffs. It was there that your men noticed the glow of a greenish light, sweeping across the sky from the sea almost until dawn, before disappearing and shining again the next night. You also received a report from the supply troops: a




EXPLORING THE COAST

large construction site was spotted at the edge of the wilderness. Only scaffolding has been erected so far, but its height indicates something of considerable size is being built. No one is allowed to build anything without the Emperor's permission. Not a temple, not a well, not even a herring shack. Therefore, you will have to intervene. But these people's architectural skills are beginning to impress you. Maybe it would be a good idea to... make a deal with them? Quietly...

- If you have more  than , gain 2 .

33


You drive along the coast. The waves are crashing against the cliff, shredded along the way by dozens of razor-sharp rocks protruding above the waterline. No ship would stand the slightest chance of docking here. Not an enemy two-rower, not an Imperial three-rower, not even your uncle's boat. At the edge of the rocks, you come across a small stone monastery, like a promontory sticking out of the rest of the cliffs. An old priestess emerges to meet you. She seems extremely pleased, giving you her blessings, and leading you to the main hall of the monastery. You learn that she's been left here alone, trusting the Merciful without question. You admire her courage, though you would be happier if she were now sitting wrapped in a blanket with her feet in a basin full of hot water. The priestess offers to lead you in the rituals for the upcoming Feast of the Transmission of the Mothers' Gifts. You consider such a service unnecessary, but your people are of a different opinion. Well, even if it won't help, it probably won't hurt anything either...except to your ears. Besides, in the fight against the evil lurking in the night sky you'll need all the help you can get.

- Gain 1 .
- You may spend 1  to gain 1 additional .

34


The fire involved the entire wing of the building, but thanks to efficient firefighting, it did not burn down completely. Apparently, the two-month course given to the local fire department was of some use. After some inquiries you learn that the wood you set on fire came from the seizing

of an illegal construction site. Well, it seems that your adventure with those weirdos in hoods isn't over yet...

- Exhaust any Action Location with a  Build cost in your Empire.

35






At first, you thought it was the exceptionally good beer in the Dead Opossum Inn that kept your men from reporting regularly. Anyone can fall asleep during a patrol after drinking a few pints. Except that nap doesn't last for days. Also, your supply men haven't given a sign of life for some time... You weigh the probability to what extent these could be kidnappings, assassinations, or desertions. Regardless of the answer to this question, very difficult times have come for you...

- Lose 8 .

Z31

Thanks to the weeks spent scouring the coastal areas, you have learned not only where to spend a pleasant weekend, but also where to place your guards. What's more, your soldiers are flocking to the shrines of the Merciful, which are scattered like mushrooms after rain, and nothing keeps discipline in the ranks like piety. There is, however, one problem—weird people in hoods. The matter would be clear—under normal circumstances the criminals would go to the gallows. But since there is no law representative here and you are the real master of these lands, you can afford some concessions. Perhaps the skilled architects of these freaks could be of help, especially since your Emperor is pushing hard for the rebuilding of the Great Temple. Well, a matter to ponder.





You win the Scenario!

- Write  Setup Changes: Place card  2, Cathedral, with its Ruined side face up in your Empire.
- If you have at least 3  assigned to a , Read  Z31A. Otherwise, go to the "Cathedral in Ruins" Scenario on pg. 10 of the Scenario book.

31ZA

Although you have a hard time believing it, you pray that the prophecy of the priestesses is not true. One of them comes to your aid and dispels your doubts. The priestess claims that she had a dream a few nights ago, almost identical to what appeared in the bowl of sand. Ships with slender hulls, figures in hoods and strange medallions hanging from their necks... Considering that the people you met on the coast met all those criteria, your prayers are rather pointless. Well, you have once again confirmed your disbelief.








You win the Scenario!

- You may Write  Story Progression: **Conflict** and Cross out  **Agreement**.
- You may Write  Setup Changes: Do not place a  on the Necklaces action ("Cathedral in Ruins" Scenario).
- Go to the "Cathedral in Ruins" Scenario on pg. 10 of the Scenario book.

Z32

Sending patrols to the high seas hasn't been much use. First, your men are afraid to go out into the night waters. Second, several of them didn't return from patrols. And third, several boats didn't return from the search for the other lost boats. And then there are those soothsayers, forever lamenting the need to perform some rituals to the Merciful, which cannot be performed under the current circumstances. You would prefer to ignore them, but the approaching Feast of the Presentation of the Mothers' Gifts is of great concern to the locals, and if you add to it that its proper celebration may affect the harvest, it's not interesting at all. The worst thing about all this is that you don't particularly have time for any investigation. Your task is clear: first and foremost, get supplies for the locals for the coming lean months.

Unfortunately, you didn't win the Scenario...

- Gain 1 .
- Write  Setup Changes: Place card  2, Cathedral, with its Ruined side face up in your Empire.
- You may Write  Story Progression: **Agreement**. If you do, also Write  Setup Changes: Gain 1  for every 3  you have.
- Go to the "Cathedral in Ruins" Scenario on pg. 10 of the Scenario book.

DYING CROPS

41

A long queue has gathered at the Chapel of the Merciful today, as if for the opening of a wine festival. Except that there is no wine being given today... And that's a pity. The priestesses offered support to the poorest residents, but apart from a few words of comfort and a dish of perch they couldn't offer anything else. Even such a small gesture required you to donate leftover supplies from the granaries. This met with the approval of the town council, and the mood of the citizens improved considerably. It's just a shame that everyone is so short-sighted...

- Spend 1 to gain 1 and place a on a Tribute action.

42

Up to a hundred thousand canned herrings! There's a problem, and it's not the lack of hygiene among the ranks of your people. It's said that in the middle of the night, the townspeople packed their bags, took all their supplies and, dressed in strange hooded tunics, headed for the coast. To make matters worse, they had candles with them. And everyone knows that candles can only mean two things: either a night of drunkenness or an irretrievable escape straight into the ranks of your enemies.

- Remove 1 to gain 2 and place a on the Pilgrimage action.

241

You have managed to stabilize the situation, although the hygiene of your people still leaves much to be desired. The morale of your subjects

has improved, the surrounding villages have become more integrated, and they even hold sea water drinking competitions among themselves. Yes, the customs of the South are strange. In any case, cooperation pays off, farmers get along with farmers and craftsmen with craftsmen. And so it should be. Better trade contracts have helped fill the granaries at least a little. Maybe you can survive the winter after all.

You win the Scenario!

- Write Setup Changes: Gain 1 additional and 1 .
- Circle : 25, 28, 29, 30, 31, 33, 35, 36.
- Go to the "Exploring the Coast" Scenario on pg. 6 of the Scenario book.

242

You miss your family home. Looks like real life got to you, huh? The situation in the South is no sandbox. Not only have you failed to ease the plight of the locals, but you're starting to get on their nerves. In the end, you had to ask your Emperor for more support. Fortunately, he has no sympathy for taxpayers from the glamorous north.

Unfortunately, you didn't win the Scenario...

- Write Setup Changes: Gain 1 .
- Circle : 25, 29, 30, 31, 33, 34, 35.
- Go to the "Exploring the Coast" Scenario on pg. 6 of the Scenario book.

51

The faithful are reporting that the priestesses of the Merciful are increasingly attacked by some strange people with even stranger fashion tastes. Not only are the green hoods already a slight exaggeration, but these green pendants of theirs complete the picture of total cluelessness. For a while, this extremely questionable trend was only present in foreign circles, but over time it has become popular among the residents of your city. You wonder what this mysterious sect is. You begin an investigation to find out what your subjects like.

- Gain 2 and place 1 on the Cathedral card.
- Place a on the Question the Faithful action.
- You may remove a from the Necklaces action.

52

There are several people in strange costumes hanging around the market. A green hood and strange pendant are hardly the standard uniform of a merchant, so you decide to take an interest in them. However, upon closer investigation, the strangers turn out to be quite friendly, though perhaps you think so because the prices of their goods are extremely attractive.

- You may remove a from the Necklaces action.

Resolve 1 of the following:




- If you have **Agreement**, Read 52A.
- If you have **Conflict**, Read 52B.
- If you have none of the above, Read 52C.

52A

Such bizarre pendants are impossible to forget! You immediately recognize the builders from the coast within the merchants. You mention your secret deal, to which they react with even more enthusiasm, handing you the grain. In life, however, nothing is free. In return, the merchants ask you for a small favor. Just one quick delivery from the quarry. After all, it's as good as nothing, right? What's more, it's for a good cause, which is to build a solid road to facilitate mutual trade.


TALE

CATHEDRAL IN RUINS

- Gain 2  and draw 1 Major Field . If you can, discard 1 .



52B

Ah, those disgusting pendants, you'd recognize them anywhere. They're worn by your friends you recognize from the construction site on the coast. What's more, they recognize you too, judging by the cryptic whispers they exchanged with each other. The conversations stop suddenly. You have no choice but to check out the other stalls.

- Draw 2 Minor Field . Choose and place 1 of them in your Empire, and shuffle the other back into your deck.

52C

You begin a friendly chat with the merchants. They ask you with interest about your activities in the area, the history of the town, the best taverns, the weather, the capacity of the local granaries, and even the health of your neighbor's dog. However, they don't say much about themselves. After this long, but fruitful conversation (or rather monologue) you manage to make a deal.

- You may gain 1  to draw 1 Major Field .

53




Hooded figures crowd in from the coast. Tight rows, hands tucked into wide sleeves, heads hanging low. Such an image could mean only two things: a pilgrimage to the Eel Eating Festival or a mysterious, sinister cult intent on achieving its goals at any cost. You don't remember eels being served in your taverns... You can't make out anything in the faces of the newcomers because you simply can't see their faces. But you do see the symbol of a towering building embroidered on the chests of their robes. They approach you and make you a trade offer. Will their strange culture stop you from making a deal?

- If you have  **Agreement**: Read  53A. Otherwise, Read  53B.



53A

The image of a sinister cult, ready to do anything to achieve its goal, draws closer and closer toward you. But what is it? Are they not your friends from the coast? Of course they are! Then you have nothing to fear. I guess. You look at their outfit and want to ask if they've heard of the health benefits of vitamin D, but you remember that no one here has ever heard of such a thing. You also remember the lumber that these... interesting people wanted to donate in goodwill. Well! Such generous visitors should be invited to your headquarters, which you do. It turns out that after a few pleasantries, they have an even better offer for you—even more wood in exchange for a few good hands. You're aware that the Great Temple will not rebuild itself. On the other hand, the Great Temple will also not be rebuilt without scaffolding made of wood... Well, you realize that your decision depends on future cooperation with this group of pale figures clad in green coats.

DECIDE:


- Discard 1  to gain 2  and 1 .

OR

- Cross out : **Agreement** and Read  53B.



53B


You're already thinking about signing when things suddenly get complicated. Your men don't like the strangers' clothes—apparently the fashion for wide sleeves has not yet reached the south. Sharp words are spoken, someone almost reaches for a butter knife from a nearby table. As if that wasn't enough, the priests are involved, calling your guests blasphemers. Ah, these priests, they are not the best diplomats... You try to calm the situation, but it is too late. The visitors spit at your shoes, and one of them even covers your brand new pair. They all leave. Well, business is over...

- Spend 1 .

54




You're investigating a pendant case. Your network of spies investigates the case and connects the threads. You always wanted to be a spy, but your parents planned a different future for you. Anyway, you find out that the symbol depicted on the pendant is a Lighthouse. Supposedly, when such a Lighthouse stands on the coast, a ship will always reach its destination... You can't fathom such technology, and you wonder if you shouldn't consider it a product of black magic. But that would mean you'd have to consider magic as something real... never mind. Anyway, the aliens are introducing their... dark technology somewhere in the north, creating some sort of navigational network. According to reports, it's not just a job for them, but an entire religious system trying to incorporate as many followers as possible into their ranks. Ah, so the wide sleeves and lack of a tan were just the beginning... Only now do you discover the true level of savagery of these people. How can work be made into a religion? After all, capitalism hasn't been invented yet. But religion doesn't have to be the main thing. It's true that your Emperor wants to strengthen the worship of the Merciful, but he can't do that without the resources needed to rebuild the Great Temple. And it just so happens that the Lighthouseman trade the best raw materials and at the best prices. Well, sometimes you have to choose the lesser evil.

- Gain 1  / .

- Place a  on the Necklaces action.

Z51

This is the letter you might have expected. Your Emperor will be visiting you soon. Apparently he's decided to personally inspect your accomplishments in the South. You feel like a child whose parents are going to inspect his bedroom. Especially since that bedroom isn't exactly clean... Of course, you still have some time, which you must make the most of. A few things can still be done, and those that can't will be presented in the best light possible. If only the weather was better, but the snowmen that were built two months ago are still holding up well. Wondering why your ruler is so keen on developing faith in the region?





- If you have  **Agreement**: Read  Z51A. Otherwise, Read  Z51B.

TALE

Z51A

After gaining more insight into the matter, the picture has been considerably cleared up, but not for everyone. Your ruler didn't agree with the Lighthouses regarding trade and logistical development. You wonder whether it was their different faith or those unfashionable pendants that got in the way. Either way, you've missed out on the huge benefits gained from this alliance.



You win the Scenario!





- Cross out  Setup Changes: Place card  15, Cathedral, in your Empire.
- Circle :  37, 38, 39.
- Go to the "Journey Toward the Lights" Scenario on pg. 12 of the Scenario book.

Z51B

After gaining more insight into the matter, the picture has been considerably cleared up, but not for everyone. Your ruler didn't agree with the Lighthouses regarding trade and logistical development. Furthermore, he agreed with your plan to support other factions against this bizarre sect. Whether it's because of those wide sleeves, their different faith, or finally because of their strange hang-ups, an alliance with the Lighthouses won't happen. And that's fine. They seemingly just trade and build a network of Lighthouses, but you can't trust them.

You win the Scenario!


- If you failed to Restore the Cathedral, Write  Setup Changes: Gain 1 additional .

- Write  Setup Changes: Place card  15, Followers, in your Empire (this card does not count as a Location in your Empire).
- Circle :  40, 41, 42, 43.
- Go to the "Strong in Faith" Scenario on pg. 14 of the Scenario book.

Z52





Something had gone wrong. Ahem, too many things have gone wrong. First the attacks on the granaries, then on the moored ships, and now the prolonged cold weather heralding a poor harvest. As if that wasn't enough, the enemy infiltrated the builders of the Great Temple and sabotaged it. The vault has collapsed, injuring several of the faithful who were too impatient to wait for the work to be finished. The people are horrified, putting all the responsibility on the Merciful and the priestesses, who apparently do not pray well enough. Well, you feel sorry for the priestesses, but on the other hand, the responsibility escapes you... The Emperor is also worried about the situation in your region. He sent a letter to inform you of the disappointment he experienced regarding the rebuilding of the temple and the faithful who are returning to the old cults. However, he seems to like you very much and will give you another chance. He has decided to visit and personally support your efforts. Could it be that you're about to be baked? We'll see.

Unfortunately, you didn't win the Scenario...

- If you have  Agreement: Read Z52A. Otherwise, Read Z52B.

Z52A





Although you don't like their fashion, you decide to stay in alliance with the hooded Lighthouse worshippers. They seem to be otherworldly, but that doesn't bother you too much. The most important thing right now is to conclude favorable trade agreements and obtain raw materials. Somehow you will convince your ruler that this is the only right decision. Talking about progress and the strength of the state will affect him more effectively than talking about faith.

- Circle :  37, 38, 39.
- Cross out  Setup Changes: Place card  15, Cathedral, in your Empire.

Go to the "Journey Toward the Lights" Scenario on pg. 12 of the Scenario book.

Z52B

Despite the ever-present temptations, you decide to give up on the Torchbearers and remain faithful to the cult of the Merciful. You realize how much you'll lose from this decision, but in the long run you expect to gain even more. In addition, you get the impression that your over-strained faith is putting you to the test, and you intend to emerge victorious.


- Circle :  40, 41, 42, 43.
- Write  Setup Changes: Place card  15, Followers, in your Empire (this card does not count as a Location in your Empire).
- Go to the "Strong in Faith" Scenario on pg. 14 of the Scenario book.

TALE



JOURNEY TOWARD THE LIGHTS

61

Hooded sectarians with pendants gathered in taverns and markets. You were just buying new slippers from one of the merchants when the conversation reached your ears. They were talking about waves, fog, and storms. There was also something about the lights of the Lighthouse being the only salvation from turning back the wrath of the sea, or something like that. Well, not a bad tale to scare the children with. The problem was that your subjects were not children, and they were shaking as if someone had pulled them from icy water. For a moment you wished you had these Lighthouse keepers on your side, because you had never seen anyone influence people like that. The townspeople were ready, as they stood here, to abandon the cult of the Merciful immediately and follow the new priests, if only to protect themselves from this mist from the sea.



- Gain 1 .

OR

- Advance the  by 2 spaces and Read  64.



62

One of them stood at the foot of the pointy structure. Not only did he wear a hood that was too long, but it was trimmed with completely unfashionable green threads. The Lighthouse keeper raised his hands to the sea, whispering the words of a prayer unknown to you. The hooded men on your ship repeated the sequences, and the sea around you seemed to start vibrating. You felt something strange. Could it be goosebumps?


- You may spend 1 Rare Resource to gain 1 .
- Place a  on the Priest of Lantern Room action.

63

The hooded Lighthouse keeper read the wind currents like an open book, knowing exactly when to move the sail to make the ship glide smoothly through the water. If you could recruit him for the International Games of the Northern Empires, you would have some gold in sailing.


- Assign a  from the general supply to the  you use to Sail.

OR

- Read  65.



64

The hooded priests mentioned islands with safe havens, beacons to protect their followers from the wrath of the sea. Not long after they had performed their rituals, they went to check on the progress of the construction. Watching them sail away, you wondered how the sea could be angry? After all, it's water, and water has no feelings or moods... Never mind.

- Reveal 1 Nearby and 1 Distant Island (reveal an Island is described on pg. 5).
- Place a  on the Indoctrination action.

65

The sailor saw the orange light of one of the Lighthouses on the horizon. He looked concerned for a moment, but then immediately grabbed the helm of his boat and sailed toward the beams as if there were at least two dozen gold bars waiting for him there.






- Advance the  by 1 space.
- Place a  on the Sailor of Lights action.

Z61

You have a feeling that using the pirates as bait for sea monsters was a bit too much. No one likes pirates, but you didn't wish them this fate. The beasts only needed a moment. There was a ship, and then there was no ship. There was a hook instead of a hand, then there was no hook. And even the Captain's parrot flew away... Of course, you don't mourn your enemies for too long, seeing the benefits of their destruction. Thanks to the Lighthousemen, your lands are developing at a rapid pace. It is therefore difficult to refuse them when they ask you for another favor. It is rumored that there has been a rebellion

in the Rubber Tree Archipelago and the Hooded Ones would like to deploy more Lighthouses there. You're in a dilemma, because sending troops into your own territory doesn't seem right. On the other hand, you can't stand idly by and watch a rebellion. In your report to the Emperor it would also be good to mention that the South is calm...








You win the Scenario!

- Read the rules for preparing the Workers  (Followers of the Lighthouse), then Write : number of .
- Write  Setup Changes: Gain 1 .
- Go to the "Sharks on the Archipelago" Scenario on pg. 18 of the Scenario book.

Z62

The pirates have destroyed the construction of the Lighthouse, but the Lighthouse keepers are not discouraged. They simply changed the goal of their expansion. This time, they're after the islands of the Rubber Tree Archipelago. Unfortunately, revolts have just broken out there. The hooded men convince you that suppressing the rebellion and building more Lighthouses on the islands is the only thing that can protect your subjects from the attacks of the sea beasts. You are under the impression that you should decide for yourself about your lands, but for now, no better idea comes to mind.

Unfortunately, you didn't win the Scenario...


- Replace 1  with a .
- Read the rules for preparing the Workers  (Followers of Lighthouses), then Write : number of .
- Cross out :  28, 45, 48.
- Go to the "Sharks in the Archipelago" Scenario on pg. 18 of the Scenario book.

TALE

STRONG IN FAITH



72

Despite the presence of all the most prominent personalities in the state, the conduct of the ceremony went off without a hitch. There was chatter, praise, rollmops.... All in all, very pleasant. The Emperor is so delighted with your progress and probably the delicious beer, that he decides to delegate his most trusted people from the capital to help you. It's about another problem you'll have to face and it's not about hygiene at all. Unfortunately. The attacks at sea are on the rise, and you keep wondering how much the Lighthouse emissaries have to do with it? In recent months the Hoods have been successfully dragging the Emperor's subjects to a new faith. They argue that only worshipping a pile of bricks and beams topped with a bonfire can protect them from sea monsters. On the other hand, the priests of the Merciful have noticed increased activity of the beasts in the vicinity of the Lighthouses... Something stinks here and it's not the nearby fish market at all. You'll have to get more information.

- Gain 2 .

74





The subjects are divided into two camps. Some, completely stupefied by the vision of wearing these mesmerizing pendants, believe that only turning to the beacon's light can protect them from the sea beasts. Fortunately, this group of fanatics is still in the minority and successfully fought with the faithful followers of the Merciful. You do not trust the Lighthouses or their faith. They seemed suspicious to you from the beginning. After all, no normal person is that nice and doesn't offer such favorable trade deals. You prefer the cult of the Merciful, even though the priestesses step on your toes at every ritual. The Merciful are capricious, but less demanding, and in addition, people believe that they saved this year's harvest.

- Lose 1  for each .


75

The entire council of the South rejoiced at the news that a foreign religion had not deceived the hearts of its subjects, though all hope was already





lost. No one among the elders was convinced by the doctrines of the hooded men. It seems that the Merciful did not forget about their people. The monster attacks began to cease directly after the Mother's Gift Ceremony. So even the gods need to be treated properly...

- Gain 1  for each .
- Cross out :  31, 35.

76



If you have already Read this Entry, Read  77 instead.

You thought nothing could surprise you. Well, some of your subjects have risen to new levels of weirdness, as if they had eaten herbivorous piranhas. They supposedly go out on the beach at night and stare stunned at the orange lights of the Lighthouse. Some of them are wearing greenish hoods. When your soldiers tried to chase them away, they were battered to the point that several had to take day off. What's more, even the plants, illuminated by the glow of those cursed rays, are suddenly rotting or withering away. The situation is starting to get out of hand.

- Replace 1  with a . Place a  on a Field that does not have a  on it.

77

The lights of the Lighthouses began to expand, reaching more crops. Reportedly, the plants seemed to have gone feral. Some began to put down roots leading to the sea itself. When plants behave like this, they know something is going on.








- Place a  on any Field that does not have a  on it.

771

A month after the ceremony, you received a letter from the capital. At first you thought that the Emperor was sending you belated thanks. After all, he certainly needed time to recover after drinking so many mugs of beer. But how surprised you were when you read

the new order. You learn that you must sail as soon as possible to the Rubber Tree Archipelago. The islands there, until recently blessed with glorious weather, are now plagued by terrible crop failure. Even the elite priests there are helpless, though their salaries are higher than those of the non-elite. Well, you'll have to leave your beloved South for a while. The world needs a hero somewhere else.








You win the Scenario!

- Circle :  27, 28, 44, 45.
- Replace 1  with a .
- Read the rules for preparing the Workers  (Followers of the Lighthouses), then Write : number of .
- Go to the "Archipelago in Need" Scenario on pg. 16 of the Scenario book.

772

This year wasn't a successful one, but apparently your Emperor decided not to write you off just yet. A month after the ceremony, you received a letter from him. With a trembling hand you opened the envelope, but instead of information about the execution awaiting you, you received a new order. The Emperor wants you to sail to the Rubber Tree Archipelago as soon as possible. The islands there, until recently blessed with great weather, are now struggling with a terrible plague of crop failures. Even the elite priests there are helpless, despite the fact that their salaries are higher than those of the non-elite. Well, it seems that you will have to redeem yourself elsewhere. So you're leaving the South for a while. Maybe it will do everyone some good.

Unfortunately, you didn't win the Scenario...

- Circle :  44, 45, 47.
- Replace 1  with a .
- Read the rules for preparing the Workers  (Followers of the Lighthouse), then Write  the number of .
- Go to the "Archipelago in Need" Scenario on pg. 16 of the Scenario book.

TALE

ARCHIPELAGO IN NEED

81

Due to its distance from the mainland, the local shipwright industry is extremely backward. A short walk along the local docks is enough to see that. The model ship, the Weasel 700, was state-of-the-art half a century ago and was the most popular boat here. However, the shipwrights agreed to make several ships for your clan to the best of their ability. You assured them that if they carried out the order well, they would receive the best tools and manuals straight from the capital, including one with the latest model of a three-rower, the Perch 2000.

- Write Setup Changes: Place the 3, Shipyard, on the Obsolete side in your Empire.

Apply this change immediately.

- Place a on the Hire Shipwrights action.

82

You're not sure if the pirates attacked after making a deal with the Lighthouse keepers, or if they saw an opportunity with the sea beasts weakening the archipelago. Whatever the case, the islands themselves are not the issue here. The Rubber Tree Archipelago is merely a gateway, leading directly to the main rivers of the kingdom, which in turn lead to the capital itself. If you don't stop pirates, Lighthouse keepers, and sea beasts, your Emperor will say goodbye to his throne and most likely, his life, and then you'll have to look for a good hiding place. The fate of the empire hangs in the balance.

- Circle : 37, 38, 39.

Immediately shuffle these cards into the Naval Event deck.

83

The Rubber Tree Archipelago was taken over by the enemy. Sea beasts spread across its waters, and the hooded men were erecting more Lighthouses on the various islands. Nothing more could be done. In the days that followed, slender boats entered the inner waters of the Empire, pillaging more cities and marking their presence with glowing orange light. Monsters followed in their wake. The capital was besieged and captured after a week of desperate defense. The Emperor died trying to escape the onslaught. Tentacles and fog, pincers and storms plunged the entire Empire into horror and terror.

You lose the Campaign.

84

The siege of the archipelago took longer than convincing your people to post monthly, but it is finally over. The islands have defended themselves, although some are in a sorry state.

- Lose 3 for each face down Island below the Action tiles.

Z81

The Rubber Tree Archipelago has held out! You yourself stood in the first line of defense, with sword in hand, fending off the fierce attacks of pirates, lighthouse keepers and sea beasts. Or at least that is what you'll tell your grandchildren. Now things can only get better. The islands here, strengthened by your clan, will become a barrier to the heart of the Empire. Your father would be proud of you!

You win the Scenario!

- Circle : 47, 50.
- Write : number of .
- Go to the "Light Piercing Darkness" Scenario on pg. 20 of the Scenario book.

Z82

True, the archipelago remained in your hands, but the price of defending it was too high. Many of the islands regressed to the Stone Age. In the coming weeks the enemy will regenerate, and their next attack will be fatal. Nevertheless, the priestesses of the Merciful continue to raise fervent prayers to the heavens. It is, supposedly, thanks to them that the sun sets slower, and hope still smolders in the brave inhabitants.

Unfortunately, you didn't win the Scenario...

- Circle : 47, 48.
- Replace 1 with a .
- Write : number of .
- Go to the "Lights Piercing Darkness" Scenario on pg. 20 of the Scenario book.

TALE

SHARKS IN THE ARCHIPELAGO


90

It used to be that a man would take a sword or an axe, get on a ship and go out to fight. The simplest solutions were enough. But times have changed and fire must be answered with fire. That's why you told the unbelievers to go down to the port and see with their own eyes the latest addition to your arsenal. Shark riders rushed along the shore, cutting through the waves like a hot knife through butter. Sitting on metal saddles, dressed in leather overalls and quilted gloves, they performed miracles of acrobatics. Riding sharks is simple. Just hold the animal firmly by the fin and don't fall off. After a while, the fish gets used to the creature sitting on its back, and friendship between it and the rider is formed for life. It's said that the fastest sharks can reach speeds of up to thirty knots per hour. At that speed, breaking through a wooden ship like a scroll of parchment is not unusual. You rub your hands together. Oh, you wouldn't want to be in the shoes of your enemies.



- You may remove 1  to gain 1  and 1 .

91

You never thought meat could be a weapon of mass destruction. And yet. Thanks to the dumping of meat around the archipelago, the local waters quickly became a favorite feeding ground for sea beasts. Consequently, the island's rebellious population also began to count more and more of the monsters' menus. And to think that the leftovers from the feasts could still be of some use. In the end, recycling was a success!





- Spend 1  and gain 1 .

OR







- Gain 2  and place a  on the Nutritious Meat action.

92

The Lighthouse keepers summoned the sea beasts that made cracking down on archipelago rebels porridge with milk. But what is this? Now they've turned against you! This is treason! You've always had the feeling that the hooded ones couldn't be trusted—including their insincere smiles and offers that were too good to be true... In addition, they turned some of your subjects, who followed them like chickens to a feeder. Apparently, the vision of being devoured by sea scarabs took their minds off the crowd.




- Replace 1  with a , then Write : number of .


OR

- Write  Setup Changes: Gain 1  fewer and replace 3  with 3 , then Write in Setup Changes : number of .

93

It seems the Lighthousemen have killed three birds with one stone. They converted your subjects, subjugated the sea beasts, and acquired land to build Lighthouses on. You, on the other hand, burned three birds with the same fire. You've lost people and land, and your boats are sinking to the bottom of the sea one by one. It seems that you have been totally tricked.





- For each  you gain from this change, Circle 1 number of your choice from the following :  28, 40, 41, 42, 43.

Ignore the redundant .

Z91

To say that the Lighthouse keepers have driven you mad is a major understatement. The hooded ones first earned your trust, then got your help, and finally mercilessly tricked you by appropriating your land and your waters. But you still have a few aces up your sleeve, or rather axes in your armory. And even if you have to beat the last of them to death, you will get your revenge on these vile sectarians. Your ruler shares your attitude, while reminding you of the need to convert to the faith of the Merciful. You may have previously underestimated the potential of this cult, and in fact it has been the way to solve your problems all along...





You win the Scenario!

- Circle :  44, 47.
- Write  Setup Changes: Place card  15, Followers, in your Empire.
- Go to the "Lights Piercing Darkness" Scenario on pg. 20 of the Scenario book.

Z92

You've been deceived and so have your subjects. You've been robbed and so have your subjects. Not even your favorite rollmops with onion and dill can ease your pain. Well, at least you have something to take the pain away... Your ruler has decided to send some investors to the South to find out what has brought this land to such a deplorable state. You're lucky to have gathered a lot of information during your previous stay. Now you'll need it to take some of the responsibility off your shoulders for the situation. Perhaps your knowledge will also prove helpful in your future revenge on the Lighthouses...

Unfortunately, you didn't win the Scenario...

- Circle :  44, 45, 47, 50.
- Write  Setup Changes: Place card  15, Followers, in your Empire.
- Go to the "Lights Piercing the Darkness" Scenario on pg. 20 of the Scenario book.

TALE

LIGHT PIERCING DARKNESS

101

After the failed attack on the Lighthousemen, you had to resort to other methods. How can you break the enemy without bloodletting? Just take away something that is important to him and make him a laughing stock. You can already imagine the faces of the Lighthousemen when they see cows adorned with their sacred necklaces on the coast in the morning. And if those cows are then sacrificed to the Merciful, those pesky Lighthouses will collapse of their own accord.

- Write Setup Changes: Place card 4, Lighthouse, with its Gloomy side face up.

Immediately apply this change.

- Place a on the Siege of the Lighthouse action.

102

You've decided to patent yet another way to piss off the hooded ones. Sacrificing the Lighthouse, but to the Merciful! Isn't that a brilliant idea? Not only did you finally get to compete with the Lighthouse in tower size, but you also provoked them into a frenzied attack. This was just what your sailors were waiting for as they set up an ambush for the hooded men. For the first time in many months, the people raised mugs to the sky rather than prayers, celebrating their victory. It's been a long time since beer tasted this good at the Sleepy Ghost Tavern!

- Gain 2 for each of your .

103

The hooded have invaded the city! Not too long ago you could have mistaken it for a pilgrimage, but today the sight of axes gleaming in the sunlight strips away all pretense. Your men were taken by surprise, but quickly organized a defense. You ran out of your bedroom, putting on your spiked pajamas. You must support your people before it is too late. Where's your sword?!

- Spend 1 . Otherwise, exchange 1 for 1 (you don't lose 2 .

104

The battle moved to the cliffs. The tentacled figures crowded the cliffs in their crusade against the followers of the Merciful. But your people will not sell their skin cheaply! Using the knowledge you have recently learned in the war books, you have organized your troops into a battle formation called the stinking skunk. This consists of soldiers stuffing themselves with cabbage and peas and then charging at the enemy. If the various actions are properly coordinated, there is a good chance that the enemy will simply flee the battlefield. Unfortunately for you, the Lighthouse keepers have read the same manuals... This will be a fight without rest. Literally.

- Discard 1 Island from the Exploration board.

105

After the cliffs came the orchards. Now it's within them that you will mock the enemy. Your well-chosen men created engravings, mocking the faith of the Lighthousemen. The jokes had to be strong, yet well known in your ranks, lest they prove to be a double-edged weapon. Though outnumbered, many of the hooded men are now unable to control their anger. You might be able to take the initiative!

- If you have less than 4 , discard 2 from your hand. Otherwise, discard 1 only.

106

The fight for the granaries is crucial and—more important—deadly. It only takes one spark for the rest of your supplies to go up in smoke. Therefore you decide to do everything you can to draw the enemy away. You order your soldiers to use a diversion, creating lights of false Lighthouses to confuse their followers. The soldiers were supposed to keep a safe distance from the hooded men and distract them from the priceless grain. So far this tactic is working, we'll see for how long....

- Spend 1 . Otherwise, you gain 1 (you don't lose 2 .

107

Fights in the pastures are always the most fun. Half of both armies are fighting each other, while the others are running away from herds of sheep, cows, or horses. Usually the side with longer legs, not axe handles, wins. Your men have been doing a lot of running around tracking down robbers lately. You hope their training will pay off today.

- Exhaust 1 with in the Action text. Otherwise, exhaust any 2 (you do not lose 2 .

Z101

The enemy has been driven back, and we have not only defended ourselves against their invasion, but have launched a counteroffensive ourselves. Although the waters are still teeming with sea beasts, capturing a harbor where the Lighthouse keepers have no influence would be more heartening than a year's supply of ale.

You win the Scenario!

- Write : number of .
- Go to the "Preparing for War" Scenario on pg. 24 of the Scenario book.

Z102

Your idea failed. By attempting a counter-attack, you left your flank open. The enemy burst into the virtually undefended city, looting temples and plundering the coastline's beer. Your men are suffering from seasickness, which seems extremely strange considering they are on land. Instead of making further plans, you will now have to take care of the sick.

Unfortunately, you didn't win the Scenario...

- Circle : 16, 17, 18, 19, 20, 21, 22, 23, 24.
- Replace 2 with 2 , then Write : number of .
- Go to the "Eighth Plague" Scenario on pg. 22 of the Scenario book.



TALE

EIGHTH PLAGUE

111




If you have already read this Entry, Read 112 instead.

Knowledge seems to be your most effective weapon thus far. Apparently, the Lighthouse keepers attack those they fear with the most ferocity. Although many scholars are afraid to leave their homes for fear of being attacked by the Hooded, you spare no expense to encourage them to come to your lands. The development of technology in the South is like a lampshade for all that orange glow. The more science advances here, the faster this superstitious sect will self-dissolve.

- You may spend 1 Resource (matching the type you spent to use this action) to replace 1  (from your supply or Clan tile) with a .

112




Despite strenuous efforts, many letters were written—with a minimum of spelling errors—and the promise of raises, still no one responded. Despite this, you have managed to gather many scholars from different fields of study in your lands. One might think that you are establishing your own university. Your deed will certainly be appreciated, not only by your subjects and the Emperor, but also by the vast numbers of unemployed humanists.

- You may spend 1 Resource (matching the type you spent to use this action) to replace 1  (from your supply or Clan tile) with a .
- Place a  on the Hire Sages action.

113




Construction work to exclude the Lighthouse keepers from local commerce did not start off well. Someone came up with the idea of moving the buildings next to the main tract a few miles away. It wasn't until a week later that someone wiser concluded that it

would be more economical to move the tract itself. Unfortunately, by that time, several residents had involuntarily relocated, and you now need two hours to walk to your favorite inn. Still, it's worth the sacrifice for a beer like this. Let's hope that further architectural work will only be to the detriment of the hooded.

- You may discard 1  from your Empire to replace 1  (from your supply or Clan tile) with a .

114



A mysterious plague has reached your cabbage and potatoes. The sight of giant earthworms tunneling in your vegetables makes you nauseated. All hope is in the court gardeners, brought here at your request. It seems this plague is the work of the Lighthouse keepers, who else would it be? They must be having a good laugh at you. You'd like to put those bugs in their... in the granaries. I wonder if they'd laugh then.

- You may discard 1  from your Empire to replace 1  (from your supply or Clan tile) with a .





2111

The Merciful must be on your side, however, you deal with the successive plagues sent by the Lighthousemen as well as you do with sleeping until noon. Trade routes rebuilt, potato blight stopped, crops harvested and prepared for transport to feed soldiers and sailors. The war at sea could finally enter its final stage, but still too many of your subjects succumb to the temptation of the Lighthouse lights.

You win the Scenario!

- Write  Setup Changes: Place a * card in your Empire.
- *you may Write the name of any Minor/Major  Built in your Empire during this Scenario.



Note: If you have none, do not Write anything.

- Write : number of .
- Circle :  16, 17, 18, 19, 20, 21, 22, 23, 24.
- Go to the "Preparing for War" Scenario on pg. 24 of the Scenario book.







2112

You haven't managed to deal with all of the plagues, but the resources you've gathered should be enough to finally deal with these hooded freaks in the upcoming battles. If you fail now, the colored lights of the Lighthouse City will shine even brighter and entice your subjects more than the "discounts" in sales.

Unfortunately, you didn't win the Scenario...

- Write  Preparation Changes: Place * card in your Empire.
- * You may Write the name of any Minor  Built in your Empire during this Scenario.

Note: If you have none, do not Write anything.

- Replace 2  with 2 .
- Write : number of .
- Circle :  16, 17, 18, 19, 20, 21, 22, 23, 24.
- Go to the "Preparing for War" Scenario on pg. 24 of the Scenario book.

TALE

PREPARING FOR WAR

121

The dockers didn't get a chance to sleep tonight. You roused them before dawn, ordering them to load weapons and raw materials on all the transport ships. You set the pace personally by beating the drum. You then handed the instrument to one of your men, instructing him to do the same, and went to sleep. When you woke up around noon, the fleet was ready to sail. Your working methods always work.

- Write Setup Changes: Gain *.
- * Write down all the Resources and assigned to your in the Port Area.

122

And you told your people not to eat pickled mushrooms before bed because it causes nightmares... Not only can everyone not sleep, but because of the fever, they don't work either. They walk around tired and distracted. They don't want to lie down, they don't want to return to the world of frightening dreams, and they simply don't have the strength to walk. After some time you accept the fact that it is not the diet that causes this strange disease. It seems that the enemy is once again trying to mess with your plans. You must be persistent and withstand his scheming.

- You may immediately assign 1 to a in the Port Area.

123

The hooded men argued that the lights of their Lighthouses would help any ship find the right way at sea. However, these colored beacons not only don't help, but actually hinder proper navigation. In addition, they cause dizziness and hallucinations among your sailors. More proof to not trust modern technology.

- Discard 2 Island cards from the Expedition board.

124

The swamp monsters were disgusting and dripped with greenish mucus. They attacked suddenly, dragging random strangers into the melt. Fighting them was fruitless. Swords and axes, spears and arrowheads, even fire—nothing could breach the shapeless mass of soggy earth. The only thing that could stop them was probably magic, but the nearest supposedly enchanting priest was in the capital. You sent for him, but at best he would arrive in a few weeks. By then, the entire population of the town will have either died out or gone over to the side of the hooded men, to whom the swamp monsters are apparently subservient. Well, if you can't fight something, the best thing to do is to join it. It seems that the mentality of politicians has reached even the lowest strata of society...

- If you have more than , replace 1 with a .

Z121

The plan was simple and complicated at the same time. It assumed a successive supply of the ships with equipment, weapons, and raw materials. Simple, because everyone knew what to do—complicated, because it required great discretion and caution. The enemy could not find out about anything, and the more the operation dragged on, the easier it was to overlook a spy. Fortunately, the Merciful listened to the prayers of their faithful this time. The fleet was ready and the soldiers rested, especially since you let them get up at the same time as you. The ships sailed downstream toward the sea. The goal: the coast and the Lighthouses on it. These glowing fanatics have been playing games with us by their own rules for too long. Today we'll make a few adjustments to the rules. A few catapults will be enough to make those turrets of theirs fall like a house of cards. The jokes are over.

You win the Scenario!

- Write : number of .
- Circle : 46, 49, 50, 51.
- Go to the "Siege of Lighthouse" Scenario on pg. 26 of the Scenario book.

Z122

The last time you felt this way was when you took the Eel Knowledge exam. You knew that if your buddy didn't let you see his page, you would fail. Buddy was your last hope. Today it is a desperate counterattack on the enemy's Lighthouses. You are not properly prepared, if you can speak of preparation at all. The resources, equipment, and weapons have barely filled a few of your ships. The soldiers are hungry, but they will fight nonetheless. You admire their courage and are proud of them. If you come to die, you will die in glory and splendor. You will fall like heroes, and posterity... To be honest, it's bad, but it could be worse. This counterattack is your last hope, but it's a good thing you have one. Pack your ships and leave. Time to smash those sectarians with their lamps.

Unfortunately, you didn't win the Scenario...

- Replace 1 with 1 .
- Write : number of .
- Circle : 46, 48, 49, 50, 51.
- Go to "Siege of Lighthouse" Scenario on pg. 26 of the Scenario book.

TALE

SIEGE OF THE LIGHTHOUSE

131

This was not an attack. It was an invasion. Your men jumped ashore and rushed at the enemy with fury. The catapults on the ships fired at the shining towers, making holes the size of those in the imperial roads. The Lighthouse keepers didn't surrender right away. Using slippery catfish tactics they bravely held their ground, but numerical superiority was on your side. Finally, breaking through the last ranks of the hooded men, your men caught up with the enemy priest, trying to duck into one of the lifeboats. The old man tried to scramble, but as the stone shells destroyed the last Lighthouse, he suddenly froze, whispered something in a foreign language, and dissolved into thin air. This is the end.

- Write Setup changes: Do not place a .

132

Your people are gone, the Lighthouses have completely captured their souls. Until the end, the hope smoldered within you that they'd be able to resist the enemy's allure. Unfortunately, they followed them like voters with the promise of free beer. Now they are subjects of someone else, subjects of the Lighthouse. They sail out to sea to eternal doom and damnation.

- Replace 1 with a .
- Write Setup Changes: gain * fewer.
- * Write down the number corresponding to the number of that remain in your supply, on your Clan tile, assigned cards, and assigned Areas at the end of the Scenario.

133

The chants of the Lighthouse keepers carry along the coast, planting strange ideas in the minds of your subjects: rebellion, burning their own crops, or even swimming with sharks without proper training. Will your faith in the Merciful prove strong enough for the poor citizens to resist these crazy temptations?

- If you have more than , gain an amount of equal to the difference. Otherwise, you lose that many .

2131

It was a symphony of rage played on the feral waves. Ship after ship plunged into the depths of the sea, dragging the living and already dead with them. Your men were able to stay afloat a little longer, however, and the choruses of the Lighthousemen began to go silent. As the last of the hooded men fled the battlefield, the sailors raised a cheer. It lasted only a moment, however. Giant shadows emerged from the depths. Tentacles the length of ships and pincers the thickness of citadels. Fins that cut through freighters like parchment. But that was only the beginning of the nightmare. After a while, many of your subjects, still standing on the coast, rushed headlong into the sea. Those with some control over their senses got into lifeboats and rafts and swam ahead in a mad trance.

You win the Scenario!

- Cross out : *

* card numbers corresponding to the Destroyed Lighthouses.

- Circle : 27, 53, 54, 55.

- Go to the "In the Tentacles of Chaos" Scenario on pg. 28 of the Scenario book.

2132

The battle was a long one, and no victor could be spoken of. There were losers alone. Although the Lighthouse Keepers gave way to you, they did so for purely pragmatic reasons. Many choruses fell silent, but so did many sailors. Your men didn't even have time to catch their breath when... Well, it happened. Giant shadows emerged from the depths. tentacles the length of ships and pincers the thickness of citadels. Fins that cut through freighters like parchment. But that was only the beginning of the nightmare. After a while, many of your subjects, still standing on the coast, rushed headlong into the sea. Those with some control over their senses got into lifeboats and rafts and swam ahead in a frenzied trance.

Unfortunately, you didn't win the Scenario...

- Cross out : *

* Cross out card numbers corresponding to Destroyed Lighthouses.

- Circle : 52, 53, 54, 55.


- Go to the "In the Tentacles of Chaos" Scenario on pg. 28 of the Scenario book.

TALE

IN THE TENTACLES OF CHAOS

141



For a moment, it seemed to you that the hooded men packed their bags and left. However, that was not the case. The Lighthousemen ships suddenly stopped, forming a circle in the open sea. Their campfires cast orange rays onto the masts and sails. Analyzing the gravity of the situation, you dismissed any hope that this could be some form of artistic sailing. You were right. After a while, a monstrosity emerged from the circle, its tentacles ten times the size of the Empire's largest trees. The Lighthouse keepers' ships raised their anchors again, moving north and leaving the raging beast behind.


- Spend 1 Resource for every 3 .


2141

The fleeing Lighthouse keepers' ships went down one after another before they could even reach the high seas. A few managed to escape, but only a handful. You look at your enemies. Many of them have lost their unfashionable hoods in a panic of flight, which you find highly amusing. You are surprised to discover that they look normal, quite like ordinary people. And you were almost sure they were aliens. The would-be aliens have fled to their last safe place—the headquarters on the Isle of Light. There they'll lick their wounds, waiting for better times. You must not let those times come. You must go out and finally destroy them, eradicate them like a nest of vipers, so that they can never bite you or your subjects again. Especially you. Who knows, maybe after the final destruction of the hooded ones, the sea beasts will also give you a break?

You win the Scenario!

- Write  Setup Changes: Place *  on the Island of Radiance.




* Determine this number by checking how many  are left in the Lighthouse Keepers' Ships Area, as well as in your supply, on your Clan tile, or assigned to cards and Areas at the end of the Scenario.


- Circle : 16, 17, 18, 19, 20, 21, 22, 23, 24.
- Go to the "Island of Radiance" Scenario on pg. 30 of the Scenario book.





2142

Many of the Lighthouse keepers' ships have gone to the open sea. Too many. You can't successfully surround them if you have fewer units than the enemy. Especially if many of his units were originally yours. The population of your town has been reduced by a third today. And these are not battle losses at all, but voluntary surrender to the clutches of a dark cult. People have boarded lifeboats, rafts, or whatever is at hand and simply abandoned you. And they didn't do it because the hoods promised more lard or lower taxes. Simply put, if you're afraid of something, it's best to become it. Then the fear disappears. That's what your recent subjects did. They all sailed to the Isle of Lights, to a nest of vipers, where they will hole up, recuperate, and strike again. You can't give them that much time. If you don't want anyone to steal from your taxpayers again in the future, you must attack first, and eradicate this sick cult once and for all.

Unfortunately, you didn't win the Scenario...

- Gain 3 .
- Write  Setup Changes: Place *  on the Isle of Brilliance.

* Determine this number by checking how many  are left in the Lighthouse Keepers' Ship Area.

- Write  Setup Changes: number of  on the Lighthouse Keepers' Ship Area.
- Determine this number by checking how many  are left in your supply, on your Clan tile, or assigned to cards and Areas at the end of the Scenario.
- Circle : 16, 17, 18, 19, 20, 21, 22, 23, 24.
- Go to the "Island of Radiance" Scenario on pg. 30 of the Scenario book.

TALE

ISLAND OF RADIANCE

2151

By the Gods! Sunrise has never looked so beautiful. Although it might be quite surprising, considering the rubble-filled battlefield that the Isle of Brilliance was turned into. The sight of rubble has never been so beautiful either! But is there anything more satisfying than razing a civilization to the ground? Especially when that civilization had neither good intentions nor fashion taste? The green hoods are gone, and with them the sea monsters who have returned to the bottom of the sea for lack of command and fear of sunburn. You weren't the only one admiring the picturesque view. Shouts of joy and cheers echoed around you in honor of the Merciful! And when will they worship you?

You win the Scenario—it counts for 3 wins—if you have at least 10 wins total, you win the Campaign!

2152


For all the land rats! It's not good! You could even risk saying that it's very bad! No more sunbeams pierced the thick fog, resembling the color of a wedding veil. It's just a pity that in this hellish ceremony your chosen one is doom, and the wedding carpet is the bottom of the ocean. The guests have apparently decided to leave you behind, sailing on their slender ships straight for the heart of the Empire. You, yourself, will probably stay on the battle floor for a while before, as befits a Captain, you go down with the ship. The lights of the beacon will accompany your agony. This is the end.

Unfortunately, you did not win the Campaign...

153






The water around one of the ships boiled like foam from the mouth of a raging beast. Like the one who almost bit off your hand when you were young. Yes, you've been reminiscing. But if not reminisce now, then when? The ship that sailed past you only moments ago disappeared into the depths of the

sea. Only the flickering lights of the Lighthouse were now piercing through the fog. Was it there a moment ago? Or had you simply missed it? Or maybe the Lighthouse keepers' construction works faster than yours? Or is it just the tricks of one of the sea monsters? If the latter is true, these are hardly funny jokes. You give a short order to regroup, hoping that it wasn't drowned out by the chattering of your soldiers' teeth.

- Place 1  on the Island of Radiance Area. Draw cards from the Naval Events deck until you draw a Monstrosity card, and then play it to any space of the Expedition board. Shuffle the remaining drawn cards back into the Naval Event deck.




154

It's a mutiny! Through your telescope you can see that there's a rebellion on one of your ships. The rebellious sailors inspire terror, with glowing green eyes like lanterns. Perhaps it is the fault of the preservatives and dyes in your rations, but it's most likely due to those Lanterns. Some of the crew kept their sanity, putting up a heroic resistance, but they are too far away to be helped. May the Merciful keep them safe.

- For every 3 , replace 1  with 1 .
- You may spend up to 3  to receive 1  for each one spent.




155

You spot a Lantern priest leading a crowd of followers. They blindly obey him, as if he were feeding them tuna sandwiches. They fight without rest, without pause, without mercy. You regret that he slipped out of your hands the previous time, because you crave tuna yourself. Not at the cost of fanaticism, of course. You just hope that his unorthodox methods don't tip the balance of victory to the enemy's side.

- Replace 1  with 1  for every 4 .





156

That's impossible! The shadow cast by one of the Lanterns looks like a Lantern priest. Could it be that he wants to steal the whole show for himself? But after all, he is dead! He couldn't just rise from the dead now and come back all in white! That's not even right! One of your ships was next to the resurrected one. Its sides rotted and its sails frayed. And that's just when the guarantee ran out. You suppress fear and anger as you give your orders.

- Replace 1  with 1 . Flip 1 Action tile to its Solo side face up for every 5 .



157

The Captain of one of the ships steps out in front of the rest of the fleet boldly, distracting a sea serpent as long as the tuna line. He seems to have a plan to defeat the beast, and it's not at all by making silly faces. You just hope you'll get a chance to congratulate him on his bravery someday...

- Spend 1  or remove 1 .
- You may then spend up to 3  to gain 1  for each one spent.

158

The heroic gesture of one of your ships was not in vain. It all went according to plan: reach the shore, draw attention to yourself with unspeakable curses, get surrounded by the enemy, let the rest of the fleet get through the lines of Lighthouse keepers, and fire on their positions. You lose sight of the ship. Well, you just hope that these friendly boys are able to see the end of the war with their own eyes.





- Spend a number of Rare Resources equal to the number of  on the most populous Area of the Island of Radiance. Then place 1  onto another Area of the Island of Radiance.

TALE

DOUBLE-SIDED LOCATIONS

C1





It was so nice to see more and more goods pouring into the markets. Gold was changing hands, bringing smiles to the locals and even more so to the merchants. The locals knew that this development would benefit the trade routes and raise the prestige of the South, and the merchants knew that it would raise their prestige. In either case, everyone was happy.

- Cross out  Setup Changes: Place  1, Market, card on its Poor side in your Empire.
- Write  Setup Changes: Place  1, Market, on its Plentiful side in your Empire.

Follow these instructions from the upcoming Scenario.

C2A





Stained glass windows filled the empty windows, letting in cascades of colorful lights. You have to admit that even you were captivated by the sight. Priestesses entered the temple, filling it with chanting and the smell of incense. Soon they were joined by the faithful, folding their hands in thanksgiving prayers.

- Cross out  Setup Changes: Place  2, Cathedral, card on its Ruined side in your Empire.
- Write  Setup Changes: Place  2, Cathedral, on its Restored side in your Empire.

Follow these instructions from the upcoming Scenario.

C2R





The temple shone, filled with spring sunshine. The shining floor reflected the light coming through the prism of colorful stained glass windows. For a moment, it seemed as if the Merciful themselves had descended to earth as rays untainted by the mist. The faithful fell to their knees, praying in ecstasy.

- Release all  from the Cathedral. Replace 1  with a . Gain 1 .

C3

This old hovel, which until recently had been a shipwright's workshop, finally began to prosper. After each order, the furnishings more and more accurately met the sanitary requirements. Moreover, the ships made here could easily be mistaken for ships of the imperial fleet. At least at first glance.



During this Scenario, you cannot use the Shipyard anymore.



- Cross out  Setup Changes: Place  3, Shipyard, on its Obsolete side in your Empire.
- Write  Setup Changes: Place  3, Shipyard, on its Modern side in your Empire.

Follow these instructions from the upcoming Scenario.

C4

And to think, people are changing. And even more so, the buildings are changing. For example, our dear Lighthouse has finally begun to fulfill its function. I mean, scaring people at night is a function too, but certainly not as useful as pointing sailors in the right direction. Of course, the glow that emanates from it first had to be recognized by the priests as divine mercy. Everything is going in the right direction.

Cross out  Setup Changes: Place  4, Lighthouse, on its Gloomy side in your Empire.

Write  Setup Changes: Place  4, Lighthouse, on its Seized side in your Empire.

Follow these instructions from the upcoming Scenario.

1000

More and more of your subjects felt like throwing it all away and giving into the frenzy of fanaticism. People lost faith, and fear took its place. It was hard to reject that sense of security and the free shark-riding passes the Lighthouse keepers offered. Especially when the alternative is being devoured by a sea monster. The death of the Emperor, due to rebellion, didn't have an uplifting effect on the subjects either. You were only left to watch the work of total destruction and the downfall of those who started it. It soon became apparent that even the Lighthousemen were unable to control the objects of their worship. To the sea beast, even the most zealous worshippers were better off as dinner.

You lose the Campaign.

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