

# Caverna

A GAME BY ALEX WILBER  
AND LUWE ROSENBERG

THE CAVE FARMERS

# The Forgotten Folk

Wondrous creatures are roaming through the forests and mountains of Caverna, working the land to build a splendid future for their families. For a very long time, the dwarves thought they were the only intelligent species around. How surprised they must have been to find out that they were wrong! But there's no time to spare for pondering over where these creatures come from and what they might want. It's time to embrace the new reality and compete for the few resources there are with folk that don't seem to play by the rules ...

## OVERVIEW

This expansion for the Caverna base game introduces eight new peoples, called "Folks", each with different perks and challenges. Each player will be given the choice of playing as the Dwarves, i.e., according to the base game rules, or as one of the new Folk, which change certain rules for that player. Additionally, each Folk will introduce four new Furnishing tiles that will replace certain base game tiles, thus adding more variety to the game.

## COMPONENTS

**DARK ELVES**  
Goblins: On expeditions, you have access to an alternative strength 10 loot item. At a cost of 2 wood and 1 stone, you may furnish a normal dwelling and immediately place a goblin. The goblin is considered an adult.

**PALE ONES**  
Tireless Diggers: You may use the "Drift Mining" and "Excavation" action spaces even if they are occupied by another player.

**MOUNTAIN DWARVES**  
Master Artificers: Each time you pay a wood cost, you may choose to pay all or part of the cost with stone or ore – or a mixture – instead.  
Each time you place a twin tile, you immediately get 1 VP.  
Delving Deep: Twin tiles may overhang in the mountain. Each time you place an overhanging tile, you immediately get 2 gold. The Office Room has no effect for you.  
Disinterest in Nature: Each time you are supposed to place a twin tile in the forest, you may only place a single "Field" or "Meadow" tile.  
Scoring: During scoring, you do not suffer any negative VP from unused forest spaces.

8 Folk Boards



32 Furnishing Tiles



16 Tunnel/Cavern Single Tiles



8 Ruby Mine/Field Single Tiles



8 Meadow/Small Pasture Single Tiles

**GOBLINS**  
Lazy: Goblins are placed in order of ascending weapon strength only after all person discs of all players have been placed. You may need to wait until you can place your goblins.  
Clumsy: Each time you use a goblin to take goods from an accumulation space, you must return one good of your choice from those taken to the general supply.  
Incompetent: Each time a goblin forges a weapon, its strength will be 2 less than the amount of ore paid. Consequently, goblins pay 3-8 ore to get a weapon of strength 1-6.

**MUSHROOMS**  
At any time: → 2 → 1  
"Sow" action: → 1  
Goblins can be sown in empty caverns.  
During scoring: 1 per

**GEMFRUITS**  
At any time: → 2 → 1  
"Sow" action: → 1  
Gemfruits can be sown only in empty fields.  
During scoring: 1 per

8 Overview Tiles

(3× Gemfruits, 3× Mushrooms, 2× Goblins)



24 Gemfruit Tokens



24 Mushroom Tokens



1 Cave Goblin Marker



16 Gold Coins  
(to be added to the base game Gold)



7 Goblin Markers

# SETUP

## Folk Selection

Set up the game according to the base game rules. Afterwards, each player must decide whether they want to play as the **Dwarves** (*i.e.*, according to the base game rules) or as a different **Folk**. The selection process depends on the number of players choosing to play a Folk:

### ■ 1 to 4 Folk players:

Deal each of these players **2 Folk boards** at random to select one from. Return the other Folk board as well as any remaining Folk boards that have not been dealt to the game box—you will not need them.

### ■ 5 to 7 Folk players:

Deal each of these players **1 Folk board** at random and place the remaining Folk boards in a face-down pile nearby. In reverse turn order, beginning with the player to the start player's right, each player takes exactly one turn in which they:

- draw a Folk board from the pile,
- select one from the two Folk boards they have, and
- return the other Folk board to the bottom of the pile.

Afterwards, return the pile of remaining Folk boards to the game box—you will not need them.

**Important!** After you have selected your Folk, check whether additional setup instructions are printed on the Folk board and follow these instructions (*if any*).

**Tip:** Elves and Silicoids are the most challenging Folk in this expansion. Players who are fairly new to **CAVERNA** are advised not to select these Folk on their first play.

## Furnishing Tiles

Each Folk introduces four new Furnishing tiles to the game that will replace certain base game tiles. After all players have selected their Folk, take the Furnishing tiles of your chosen Folk and use them to replace the appropriate Furnishing tiles on the supply boards. Which base game tile needs to be replaced is printed on the back side of the new Furnishing tiles.



**Note:** In games with less than 4 players, if you feel like adding more variety to the game, we suggest adding additional Furnishing tiles from random unused Folks to bring up the total number of new Furnishing tiles used to 16.

## New Game Elements

**The game is played and scored as described in the base game rules.** Each Folk must follow the rules detailed on their Folk board. If a base game rule contradicts an instruction on your Folk board, the instruction on the Folk board takes precedent. (*A detailed explanation of all Folks and their Furnishing tiles can be found at the end of this rule book.*)

### Dwarves ► People

At the time the base game was designed, the Dwarves did not know that there were other Folks in the land. This is why the base game only talks about Dwarves and not other Folk. Of course, everything that applies to Dwarves now also applies to every Folk, in particular:

- A single member of your Folk is now generally called a “**Person**” (*not Dwarf*). Multiple members are referred to as “**People**” (*not Dwarves*). The previously so-called **Dwarf discs** are now called **Person discs**.
- All **Dwellings** provide Room for 1 Person (*instead of only 1 Dwarf as printed*). The **Couple Dwelling** and the **Entry-Level Dwelling** (*printed on your Home board*) provide Room for 2 People (*instead of only 2 Dwarves as printed*).
- Similarly, **Broom Chamber**, **Cuddle Room**, **Prayer Chamber**, **Supplies Storage**, and **Working Cave** apply to all People, not only Dwarves.

## New Crops

This expansion introduces two new crops, **Gemfruits** and **Mushrooms**, which can be obtained only from certain Furnishing tiles or Folk abilities. There is no other way to get these crops (*not even for Rubies*).

Each time you take a “Sow” action, in addition to sowing up to 2 Grain and up to 2 Vegetables, you can now also sow up to 2 Gemfruits and up to 2 Mushrooms, provided you have them in your supply. During Harvest, Gemfruits and Mushrooms are harvested in the same way as Grain and Vegetables.



### Gemfruits:

At most two players can gain access to Gemfruits:

- **Elves** start the game with 2 Gemfruits.
- **Mystic’s Hut** (*Pale Ones*) provides 2 Gemfruits.

Be careful, though: If you spend your Gemfruits without sowing some for backup, you cannot get any more Gemfruits!

Gemfruits are planted in **empty Fields**. When you sow them, place one Gemfruit from your personal supply and one Gemfruit from the general supply in each newly sown Gemfruit Field. (*Consequently, it takes two Harvests to harvest the Gemfruits.*)



### What Are Gemfruits Good For?

At any time (*and any number of times*) before scoring, you can exchange Gemfruits in your personal supply for Rubies at a 1:1 ratio. Consequently, Gemfruits are worth 2 Food, if need be. During scoring, each Gemfruit in your personal supply and each Gemfruit remaining in a Field is worth 1 Victory Point. (*You can add them to your Vegetable score.*)



### Mushrooms:

At most three players can gain access to Mushrooms:

- **Pale Ones** gain 1 Mushroom (*and 1 Gold*) when they let a tile overhang in the Mountain.
- **Forgotten Cave** (*Cave Goblins*) and **Mushroom Cave** (*Dark Elves*) each provide 2 Mushrooms.

Be careful, though: Unless you are playing the Pale Ones, if you spend your Mushrooms without sowing some for backup, you cannot get any more Mushrooms!

Mushrooms are planted in **empty Caverns** (*not Fields or empty Mountain spaces*). When you sow them, place one Mushroom from your personal supply and one Mushroom from the general supply in each newly sown Mushroom Cavern. (*Consequently, it takes two Harvests to harvest the Mushrooms.*)



**Note:** You cannot place a Furnishing tile in a Cavern, as long as it contains Mushrooms. You may not discard the Mushrooms until they are completely harvested.

### What Are Mushrooms Good For?

At any time (*and any number of times*) before scoring, you can exchange Mushrooms in your personal supply for Vegetables at a 1:1 ratio. Consequently, Mushrooms are worth 2 Food, if need be. During scoring, each Mushroom in your personal supply and each Mushroom remaining in a Cavern is worth 1 Victory Point. (*You can add them to your Vegetable score.*)

**Note:** This information is also shown on the overview cards. Each player who has gained access to the new crops should take the appropriate overview card.

## Goblins

Goblins are People with special rules. As such they each score 1 Victory Point during scoring as normal. At most two players can gain access to Goblins:

- **Dark Elves** can pick up Goblins on Expeditions, welcoming them into their families.
- **Goblin Dwelling** (*Trolls*) provides Room for 1 Goblin and 1 Goblin to occupy that room.

Like the Additional Dwarf, Goblins are represented by cardboard markers\*. Once gained, you cannot get rid of a Goblin. This is especially important because **all players are limited to 6 People**, and Goblins count as People. As a consequence, if you have 6 People already due to Goblins, the Additional Dwelling has no effect for you. In other words, the Additional Dwelling provides Room only for the sixth regular Person (*the so-called “Additional Dwarf”*); it cannot house a Goblin. (*Also, it is not possible to get to 7 People via the Additional Dwelling.*)

Goblins come into play as **adults**. As such, they each require 1 Room and must be fed 2 Food during Harvest. Even though it is an adult, you **may not** use a Goblin on the same Round you gained it (*but you must still feed it 2 Food if there is a Harvest*); you may use it only starting from the next Round.

**\*Note:** There is a special Goblin marker, called Cave Goblin marker, that belongs to the Folk of Cave Goblins who are much like Goblins, except they are not lazy (*see appendix*).

Goblins follow special rules regarding action space placement:

### Goblins Are Lazy

Goblins cannot be placed until all Person discs of all players (*including the Additional Dwarf*) have been placed. This will disrupt the normal order in which People are placed. Regardless of the Weapon strength of your Goblins, you must first place all of your Person discs (*even if they have a greater Weapon strength*). If need be, you must wait for the other players to place their remaining Person discs, skipping your turn until all Person discs have been placed. Only then can you place your Goblins in order of increasing Weapon strength. (*If two players have Goblins, they place them in play order as usual.*)

### Goblins Are Clumsy

Each time you place a Goblin on an accumulation space, you must discard one of the Goods that you take from the space, returning the Good to the general supply. If multiple types of accumulating Goods are present (*like Stone and Ore on the "Ore Delivery" action space*), you may choose which one of these Goods you discard (*e.g., 1 Stone or 1 Ore*). This applies only to Goods that have been placed on the action space. This does not apply to Goods that you get from the general supply. (*For instance, in games with 1-3 players, you cannot discard 1 Ore on the "Starting Player" action space in order to keep all the Food from it.*)

**Note:** The Clumsy effect may prevent you from using an action space like "Ruby Mining" if it contains only 1 Good. (*Reminder: You may not use an action space if it has no effect on you.*)

### Goblins Are Incompetent

Each time you forge a Weapon with a Goblin (*on any of the two action spaces that allow it*), you must spend at least 3 Ore and at most 8 Ore to receive a Weapon whose strength is 2 less than the amount of Ore paid. In other words, by spending 3/4/5/6/7/8 Ore, you get a Weapon of strength 1/2/3/4/5/6, respectively. (*The maximum Weapon strength of 14 is not affected by this but more difficult to achieve.*)

**Note:** This information is also shown on the overview cards. Each player who has gained access to Goblins should take the appropriate overview card.

## New Furnishing Tiles

Each Folk introduces four new Furnishing tiles that replace certain base game tiles on the supply boards. Consequently, in each game there are exactly 48 different Furnishing tiles available (*including the stack of regular Dwellings*).

The new Furnishing tiles, even though introduced by specific Folk, are not reserved for a particular Folk; any player can build them. Some tiles introduced by a Folk may even be nonsensical for that Folk (*e.g., Bone Crusher is useless to Trolls, because they already have that ability*).

### Not all tiles are placed in the Mountain!

A few of the new tiles must be placed in empty Fields or Meadows instead. You can tell where a tile is placed by the background illustration: if a Field is shown (*brown background*), the tile must be placed in an empty Field; if a Meadow is shown (*green background*), the tile must be placed in an empty Meadow.

**Note:** Even though, technically, these tiles are not placed in a Cavern, you must take a "Furnish a Cavern" action to build them.



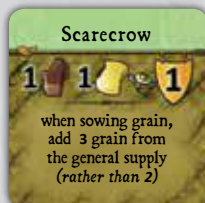
Manure Heap  
(Humans) is placed  
in an empty Field.



Silage Bin  
(also Humans) is placed  
in an empty Meadow.

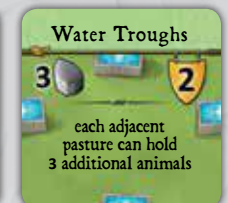
### List of tiles placed in empty Fields

Manure Heap (Humans) and Scarecrow (Humans)



### List of tiles placed in empty Meadows

Archery Range (Dark Elves), Bird Hide (Elves), Greenhouse (Halflings—promotional item), Hunter's Hut (Elves), Silage Bin (Humans), and Water Troughs (Silicoids)



# APPENDIX: FOLK AND FURNISHING TILE INDEX

This section provides detailed information on the back story and effects of all Folks.

## CAVE GOBLINS

*Cave Goblins are simply Goblins who have found the initiative to live together and dig out their own cave. They are less lazy than their Goblin brothers and sisters though, motivated no doubt by the need to feed themselves.*

**Aside from Food, you start the game with an additional (normal) Dwelling and a third Person occupying that Dwelling.** You must place this Dwelling in the empty Cavern above your Entry-Level Dwelling. (Consequently, you have three People to place from Round 1.)

**Clumsy** - *Cave Goblins are very meticulous about picking up all the right resources when they go foraging. Invariably, however, they drop one on the way home.*

Each time you take Goods from an accumulation space, you must immediately return one of the taken Goods to the general supply. If multiple types of accumulating Goods are present (like Stone and Ore on the "Ore Delivery" action space), you may choose which one of these Goods you return (e.g., 1 Stone or 1 Ore). This applies only to Goods that have been placed on the action space. This does not apply to Goods that you get from the general supply. (For instance, in games with 1-3 players, you cannot return 1 Ore on the "Starting Player" action space in order to keep all the Food from it.)

**Note:** The Clumsy effect may prevent you from using an action space like "Ruby Mining" if it contains only 1 Good. (Reminder: You may not use an action space if it has no effect on you.)

**Incompetent** - *Cave Goblins, despite their brave attitude, remain fundamentally rather small and weak. Weakness and clumsiness are not a great combination when it comes to adventuring.*

Each time you forge a Weapon (on any of the two action spaces that allow it), you must spend at least 3 Ore and at most 8 Ore to receive a Weapon whose strength is 2 less than the amount of Ore paid. In other words, by spending 3/4/5/6/7/8 Ore, you get a Weapon of strength 1/2/3/4/5/6, respectively. (The maximum Weapon strength of 14 is not affected by this, but it is more difficult to achieve.)

**Numerous** - *Cave Goblins live by the principle of "the more the merrier". Although when visiting a Cave Goblin cave, "merry" is not the word that springs to mind. "Crowded", "frantic", and "ear-piercing" would be better descriptors.*

Your family can have up to 6 People even without building the Additional Dwelling. In fact, the Additional Dwelling has no effect for you. (You may build the Additional Dwelling to deny it to another player but you cannot use its effect. Especially, you cannot have 7 People with it. Remember that the Additional Dwelling cannot house a normal Person.)

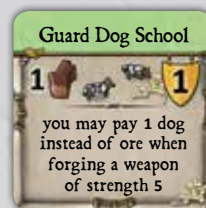
**Grotty Dwellings** - *No matter how hard the Cave Goblins try, their dwellings look always terrible.*

During scoring, all of your Dwellings (including special Dwellings like Mixed Dwelling) score 0 Victory Points (instead of their printed value).

**Important!** Unlike regular Goblins, Cave Goblins are **not lazy**, i.e. the Cave Goblin player places their People as normal and does not have to wait until all other players have placed theirs. If the Cave Goblin player adopts a regular Goblin via the Goblin Dwelling (Trolls), the regular Goblin will be lazy though.



**Forgotten Cave** (1 Grain, 0 VP)  
replaces Wood Supplier  
When you place this tile, you immediately (and only once) get 2 Mushrooms from the general supply.



**Guard Dog School** (1 Wood, 1 VP)  
replaces Dog School  
Each time you forge a Weapon of strength 5, instead of paying Ore, you may pay 1 Dog for the Weapon.



**Kennels** (1 Wood, 0 VP)  
replaces Work Room  
In each Breeding phase, if you have at least 2 Dogs on your Home board, you get 1 Dog from the general supply. (Your Dogs breed like Farm animals but they are still not considered Farm animals.)



**Menagerie** (4 Wood, 2 Stone)  
replaces Broom Chamber  
During scoring, you get 3 VP for each set of all 5 different animals (Dog, Sheep, Donkey, Wild Boar, and Cattle). (In other words, score 3 VP for each animal of the type of which you have the least.)

## DARK ELVES

*Dark Elves are relatives of the Elves who ventured underground long ago. They are bold adventurers and skillful jewelers whose sinister reputation is entirely undeserved!*

**Goblins** - *On their adventures, Dark Elves occasionally run into Goblins. Malicious gossip has it that Dark Elves capture the Goblins and keep them as pets. Having been to a Dark Elf home myself, I can assure you: the adopted Goblins are treated like family!*

When taking an Expedition action, you have access to an alternative strength 10 loot item: At a cost of 2 Wood and 1 Stone, you can build a regular Dwelling and immediately place a Goblin inside. *(The normal rules apply: The new Goblin is an adult right from the get-go, but you cannot use it that Round.)* Note that all families, including Dark Elves, are limited to 6 People total. For instance, if you have 3 Goblins, you can have at most 3 of your own People. *(You are taking Goblin markers at the cost of Person discs.)*

**Deep Mines** - *Dark Elves have developed sharp eyes; they can find rubies where others can't.*

When placing a Ruby Mine, you always get 1 Ruby from the general supply, even if you place the Ruby Mine on a regular Tunnel. *(You still get only 1 Ruby if you place the Ruby Mine on a Deep Tunnel.)*

**Sinister Dwellings** - *Have you ever been to a Dark Elf home? Someone really should recommend them a good interior decorator ...*

During scoring, all of your Dwellings *(including special Dwellings like Mixed Dwelling)* score 0 Victory Points *(instead of their printed value)*.



**Archery Range** (2 Wood)  
*replaces Prayer Chamber*  
**This tile must be built on an empty Meadow.**  
During scoring, choose a cardinal direction and count how many uninterrupted empty Meadows *(without Dogs watching Sheep)* there are in that direction, starting from Archery Range. If there are 1, 2, or 3 such Meadows, you get 3 VP, 6 VP, and 10 VP, respectively.



**Bone Carver** (2 Wood, 2 Stone, 2 VP)  
*replaces Hunting Parlor*  
At the start of each Harvest, you can exchange exactly 2 or 4 animals of any type *(including Dogs)* for 3 and 6 Gold, respectively. *(You may not exchange more than 4 animals with this per Harvest. Part or all of the animals may be of the same type.)*



**Charcoal Storage** (3 Stone, 1 VP)  
*replaces Spare Part Storage*  
At the start of each Harvest, you can exchange up to 3 Wood for 1 Gold each. *(You may not exchange more than 3 Wood with this per Harvest.)*



**Mushroom Cave** (2 Stone, 1 VP)  
*replaces Quarry*  
When you place this tile, you immediately *(and only once)* get 2 Mushrooms from the general supply.



## ELVES

Elves are graceful and skillful (if slightly arrogant) creatures who excel at farming plants and caring for animals within the forest. Besides their pointy ears, Elves are well known for their masterful treehouses that are always full of light.

**You start the game with 2 Gemfruits, in addition to the normal starting Food.**

**Woodland Habitat** - *Elves are bemused by the fact that other folk find it necessary to clear land before using it. With a little imagination, they say, it is easy enough to keep a flock of sheep in a leafy tree.*

Empty Forest spaces of your Home board have additional uses for you:

- You can build **Pastures** on empty Forest spaces directly, without the need to place Meadow tiles first. *(Your empty Forest spaces act as Meadows in that regard.)* However, Forest spaces are **not Meadows**. For instance, if a Furnishing tile requires a Meadow, you cannot place it on a Forest space. Also, your Dogs cannot watch Sheep on Forest spaces.
- You can plant **Crops** (including Gemfruits) on empty Forest spaces directly, without the need to place Field tiles first. *(Your empty Forest spaces act as Fields in that regard.)* However, Forest spaces are **not Fields**. For instance, if a Furnishing tile requires a Field, you cannot place it on a Forest space.
- You can place **Furnishing tiles** on empty Forest spaces instead of empty Caverns. *(Your empty Forest spaces act as Caverns in that regard.)* However, Forest spaces are **not Caverns**. For instance, you cannot grow Mushrooms on Forest spaces. Furnishing tiles that require a Meadow or Field cannot be placed on Forest spaces.

There is **no restriction** as to which Forest spaces you use in this way. In particular, you do not have to start with the Forest space next to your cave entrance. In return, you do not get any Wild Boar from Wild Boar Reserves, nor do you get Food from Water Sources. *(This also applies to the underground Water Sources. You must ignore the printed bonus goods on your Home board.)*

**Note:** The *Woodland Habitat* effect makes it so that you do not need to place any “Field & Meadow” twin tiles on your Home board. You are allowed to place twin tiles in the Forest regardless but you may also decline them because, during scoring, **you do not score any negative Victory Points for empty spaces in the Forest**. If you do place a single or twin tile in your Forest, you must follow the normal rules and place the tile adjacent to existing Fields or Meadows; and the first such tile must be placed next to your cave entrance.

**Lovers of Sunlight** - *Elves detest digging underground, although they do not mind paying others to do it for them. They consider a ruby spent on avoiding working in a dark cave a ruby well spent.*

Each time you are about to place a “Cavern & Tunnel” or “Cavern & Cavern” twin tile on your Home board, you must choose one of the following three options:

- You pay 2 Rubies to place the twin tile as normal, or
- you pay 1 Ruby to place a single “Cavern” or “Tunnel” tile instead, or
- you decline placing a tile in the Mountain altogether.

As compensation, during scoring, **you do not score any negative Victory Points for empty spaces in the Mountain**. *(As a matter of fact, you do not score any negative VP for empty spaces on your entire Home board at all.)*



**Bird Hide** (3 Wood, 1 Stone)  
*replaces Writing Chamber*  
**This tile must be built on an empty Meadow.** When you place this tile, you immediately (*and only once*) get 2 Food for each empty Forest space adjacent to this tile (*i.e., up to 8 Food*). During scoring, you get 3 VP for each empty Forest space adjacent to this tile (*i.e., up to 12 VP*).



**Elven Market** (3 Wood, 2 Stone, 3 VP)  
*replaces Carpenter*  
At any time before scoring, but only once per Round, you may exchange exactly 2 Gold for 1 Ruby and 1 Vegetable from the general supply. *(You cannot buy only 1 Good for 1 Gold.)*



**Feeding Room** (3 Wood, 1 Stone, 0 VP)  
*replaces Office Room*  
In each Breeding phase, you can spend exactly 1 or 2 Vegetables to breed up to 2 or 4 different types of animals again, respectively. *(Consequently, you can get up to 2 newborn animals of each type.)*



**Hunter's Hut** (2 Wood, 2 VP)  
*replaces Working Cave*  
**This tile must be built on an empty Meadow.** At the start of each Harvest, determine how many empty Forest spaces there are on your Home board. For at least 3/6/9 empty Forest spaces, you get 1/2/3 Food, respectively.

## HUMANS

To the Dwarves, Humans are probably the strangest of all the Folks, with all manner of odd behaviors. They are also unreasonably tall.

**Exploitation** - Humans have a tendency to clear land far beyond what any family could reasonably need. Why they would want such vast farms is beyond a Dwarf's comprehension.

Each time you place a twin tile in the Forest, you can place half of the tile on a Forest space and let the other half overhang. Every time you do so, take 2 Food and 1 Gold from the general supply. The Office Room has no effect for you. (You may build the Office Room to deny it to another player but you cannot use its effect.)

**Claustrophobia** - Humans appear to have little love for their caves. Whenever a Human tries to spend time digging underground, they will invariably think of a more urgent task they should be doing outside.

You cannot place "Cavern & Tunnel" or "Cavern & Cavern" twin tiles on your Home board.

Each time you are about to place one, you must either place a single Cavern or Tunnel tile instead or not place a tile at all. The single tiles must be placed adjacent to each other as normal. As compensation, during scoring, **you do no score any negative Victory Points for empty spaces in the Mountain.** (Empty Forest spaces still score -1 VP as usual.)

**Tip:** In case you run low on "Cavern" and "Tunnel" single tiles, you should replace any adjacent pairs of single Caverns and Tunnels with twin tiles.



**Manure Heap** (2 Wood)

replaces Blacksmithing Parlor

**This tile must be built on an empty Field.**

When you place this tile, you immediately (and only once) get 2 Vegetables for each Pasture adjacent to this tile (i.e., up to 8 Vegetables).

During scoring, you get 1 VP for each Pasture adjacent to this tile (i.e., up to 4 VP).

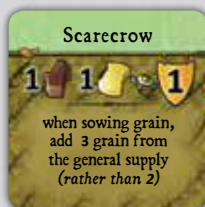


**Mead Parlor**

(1 Wood, 2 Stone, 2 VP)

replaces Milking Parlor

At the start of each Harvest, determine how many empty Meadows there are on your Home board. For every 2 empty Meadows, you get 1 Gold (rounded down).



**Scarecrow**

(1 Wood, 1 Grain, 1 VP)

replaces Ruby Supplier

**This tile must be built on an empty Field.**

Each time you sow Grain in a Field, add 3 Grain from the general supply rather than the normal 2 Grain. (Consequently, each newly sown Field will contain 4 Grain.)



**Silage Bin**

(3 Wood)

replaces Weapon Storage

**This tile must be built on an empty Meadow.**

When you place this tile, you immediately (and only once) get to breed 1 animal type for each Meadow adjacent to this tile (i.e., you can breed up to four animal types). The animals you breed must be of different types. During scoring, you get 3 VP for each Meadow adjacent to this tile (i.e., up to 12 VP).

## MOUNTAIN DWARVES

*Mountain Dwarves are skilled craftsmen who live deep down in the mountains.*

**Master Artificers** - *Mountain Dwarves dislike venturing outside, and since trees refuse to grow underground, the Mountain Dwarves have had to learn to build things out of stone and ore alone.*

Each time you are about to pay Wood (e.g., when furnishing a Cavern or building a Pasture), you can pay Stone and/or Ore instead. For instance, you could build a regular Dwelling for 2 Wood, 4 Stone, and 1 Ore (instead of the normal cost of 4 Wood and 3 Stone). This does not work the other way round: you may not replace a Stone or Ore cost with Wood.

**Delving Deep** - *A wise Mountain Dwarf once said: “The deeper you dig, the more gold you will find!” Mountain Dwarves like to go the proverbial extra mile in that regard—and often meet with great success!*

Each time you place a twin tile in the Mountain, you can place half of the tile on a Mountain space and let the other half overhang. Every time you do so, take 2 Gold from the general supply. The Office Room has no effect for you. (You may build the Office Room to deny it to another player but you cannot use its effect.)

**Disinterest in Nature** - *Mountain Dwarves enjoy a lot of things in life, but farming is not one of them.*

You cannot place “Field & Meadow” twin tiles on your Home board. Each time you are about to place one, you must either place a single Field or Meadow tile instead or not place a tile at all. The single tiles must be placed adjacent to each other as normal. As compensation, during scoring, **you do not score any negative Victory Points for empty spaces in the Forest.** (Empty Mountain spaces still score -1 VP as usual.)



**Tip:** In case you run low on “Field” and “Meadow” single tiles, you should replace any adjacent pairs of single Fields and Meadows (or Small Pastures) with twin tiles.



**Concert Organ** (2 Stone, 4 Ore, 0 VP)  
replaces Fodder Chamber  
At the start of each Harvest, you get 1 Gold for each empty Cavern adjacent to this tile (i.e., up to 4 Gold).



**Mining Office** (2 Wood, 2 Stone)  
replaces Ore Storage  
When you place this tile, you immediately (and only once) get 2 Ore for each adjacent Ore Mine (i.e., up to 8 Ore). During scoring, you get 3 VP for each adjacent Ore Mine (i.e., up to 12 VP).



**Overseer's Dwelling** (4 Wood, 4 Stone, 3 VP)  
replaces Simple Dwelling (3 Wood, 3 Stone)  
This tile provides Room for 1 Person. When you place this tile, you immediately (and only once) get 2 Ore and 1 Ruby for each adjacent Ore Mine and Ruby Mine, respectively.



**Training Room** (1 Stone, 1 VP)  
replaces Blacksmith  
Each time before you take an Expedition action, you can spend 1 Ore to increase the Weapon strength of the Person going on the Expedition. An unarmed Person cannot gain a Weapon from this.



## PALE ONES

*Pale Ones are mountain-dwelling creatures who prefer to keep far away from sunlight. They themselves claim that they are the descendants of humans who began living underground many generations ago.*

**Tireless Diggers** - *Pale Ones have an innate love of digging, and do not rest until they reach rock bottom.*

You may place a Person on the “Drift Mining” or “Excavation” action spaces even if they are occupied by another player. However, you may only place one of your People (including Goblins, if any) on each of these spaces.

**Endless Tunnels** - *Pale Ones live by the motto “he who seeks finds”.*

Each time you place a twin tile in the Mountain, you can place half of the tile on a Mountain space and let the other half overhang. Every time you do so, take 1 Gold and 1 Mushroom from the general supply. The Office Room has no effect for you. (You may build the Office Room to deny it to another player but you cannot use its effect.)

**Disinterest in Nature** - *Pale Ones find sunlight too bright for their tastes, and do not enjoy venturing above ground.*

You cannot place “Field & Meadow” twin tiles on your Home board. Each time you are about to place one, you must either place a single Field or Meadow tile instead or not place a tile at all. The single tiles must be placed adjacent to each other as normal. As compensation, during scoring, **you do not score any negative Victory Points for empty spaces in the Forest.** (*Empty Mountain spaces still score -1 VP as usual.*)

**Tip:** In case you run low on “Field” and “Meadow” single tiles, you should replace any adjacent pairs of single Fields and Meadows (or Small Pastures) with twin tiles.



**Mystic's Hut** (2 Wood, 1 Stone, 0 VP)  
replaces *Builder*  
When you place this tile, you immediately (and only once) get 2 Gemfruits.



**Schnapps Parlor** (3 Wood, 2 Stone, 2 VP)  
replaces *Beer Parlor*  
At any time (and any number of times) before scoring, you may exchange 1 Vegetable from your personal supply for your choice of 2 Gold or 3 Food from the general supply.



**Sheep Dog School** (1 Wood, 1 Stone, 1 VP)  
replaces *Cuddle Room*  
Your Dogs can watch double the normal number of Sheep, i.e., 1/2/3/4/... Dogs can watch 4/6/8/10/... Sheep, respectively.



**Sheep Market** (3 Wood, 2 Stone, 2 VP)  
replaces *Weaving Parlor*  
At any time (and any number of times) before scoring, you may exchange 1 Dog and 2 Sheep from your Home board for 4 Gold from the general supply.



## SILICOIDS

*Silicoids are mysterious beings who dwell only in rocky mountains and appear to subsist entirely on rocks and stones. Although they rarely speak, the Silicoids are unfailingly welcoming towards other folk.*

**Lithovores** - *What need is there for farming when you can eat rocks?*

In each Feeding phase, each Silicoid consumes 1 Stone instead of 2 Food. Each newborn Silicoid also consumes 1 Stone instead of 1 Food. At the end of Round 4 and when the second Harvest marker with a question mark is revealed, instead of 1 Food per Person, you must pay 1 Stone for every 2 Silicoids, rounded up. If you cannot pay, you get **one** Begging marker (*not two!*) for each missing Stone.



**Note:** If you have a Goblin in your family, the Goblin consumes 2 Food as usual. The Mining Cave has no effect for you, unless you have a Goblin in your family.

**Stone Melders** - *Some scholars suggest that Silicoids are able to absorb stone, reshape it, and then leave it behind in a new form. Whether or not this is true, they are certainly able to achieve great things with a minimum of material.*

All Furnishing tiles that require Stone cost you 1 Stone less. (*This applies to all Furnishing tiles, even those that are not placed in a Cavern.*) Each time you build a Stable, you do not have to pay Stone for it. (*Even though you can build Stables for free, you must still take the appropriate action to do so.*)

**Traders** - *Given their silent nature it is surprising that of all the folk the Silicoids excel at trading. As such farming is important for them after all—as a ready source of goods to trade.*

At the start of each Harvest, you can exchange exactly 3 or 6 Food for 1 and 2 Gold, respectively. Additionally, or alternatively, you can exchange at most 1 Gold for 1 Stone. (*You may first trade for Gold and then immediately exchange the Gold for Stone. This way, you can effectively feed one Silicoid with 3 Food.*)



**Jeweler** (2 Wood, 2 Stone, 2 VP)  
*replaces Miner*  
At any time before scoring, but only once per Round, you can exchange exactly 2 Gold for 1 Ruby and 2 Ore from the general supply. (*You cannot buy only 1 type of Good for 1 Gold.*)



**Quarrying Room** (1 Wood, 1 VP)  
*replaces Stone Carver*  
Each time you use the “Excavation” action space, you get an 1 additional Stone from the general supply.



**Stone Trader** (1 Wood, 2 VP)  
*replaces Stone Supplier*  
At the start of each Harvest, you can exchange at most 2 Wood for 1 Stone each. (*You may not exchange more than 2 Wood with this per Harvest.*)



**Water Troughs** (3 Stone, 2 VP)  
*replaces Breakfast Room*  
**This tile must be built on an empty Meadow.** Each Pasture that is adjacent to this tile can hold 3 additional animals if used as a Pasture. (*This does not apply to Dogs watching Sheep in adjacent Pastures.*) All animals held in a Pasture must be of the same type. The doubling effect of Stables is applied before this effect (*e.g., an adjacent Small Pasture with Stable can hold up to 7 animals of the same type*).

**Expansion designer:** Alex Wilber  
**Original designer:** Uwe Rosenberg  
**Editing:** Grzegorz Kobiela  
**Illustrations:** Javier Cava Gonzalez & Klemens Franz  
**Graphic design:** atelier198



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**Office:**  
Elsheimer Straße 23  
55270 Schwabenheim  
Germany  
[www.lookout-games.de](http://www.lookout-games.de)

If you have any damaged or missing parts, please contact us at:  
[parts.asmodeena.com](mailto:parts.asmodeena.com)

Questions, suggestions or criticism? Contact us at:  
[buero@lookout-games.de](mailto:buero@lookout-games.de)

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# TROLLS

Trolls are very big, very strong, and very hungry creatures who have a love of adventuring and feasting. If you ever attend a Troll feast, be advised to stick to simpler topics of conversation ...



**Big Club** - Trolls think the other folks must be very stupid to spend so much time and effort forging weapons with ore. A simple tree branch serves just as well when clubbing someone over the head.

Each time you forge a Weapon (on any of the two action spaces that allow it), you must spend exactly 2 Wood for a Weapon of strength 4. (You may not spend Ore to forge Weapons, and the first Weapon you forge for each Troll will always be of strength 4.)

**Note:** If you have a Goblin in your family, the Goblin forges its Weapon as normal, according to the Incompetent rule. The Blacksmith discount does not apply to Trolls.

**Small Brain** - Finding and capturing the largest of animals is just about the limit of what a Troll brain can fathom.

All of your Weapons are capped at strength 10. (Consequently, the strength of Troll Weapons ranges from 4 to 10.)

**Note:** This does not apply to a Goblin if you have one in your family. (The Goblin can have a Weapon of strength 11 or higher.)

**Big Sack** - Trolls used to have trouble carrying home enough food to satisfy their great hunger until, one day, while they were having traveler for breakfast, they noticed an interesting piece of equipment on his back.

Each time you go on an Expedition, you get 1 additional loot item from the Expedition, which must be different from the other loot items you choose. (In other words, the level of your Expeditions is always one higher than printed on the action space.)

**Big Appetite** - When the Trolls first came across the idea of a second breakfast, they were intrigued. In the end though, they stuck with just eating more food at every meal. It felt simpler.

In each Feeding phase, each Troll consumes 3 Food rather than the normal 2 Food. Each newborn Troll consumes the usual 1 Food.

**Note:** If you have a Goblin in your family, the Goblin consumes 2 Food as usual.

**Bone Crunchers** - Trolls are not fussy eaters, and by chewing on bones and sinew they can extract nutrition from the scrawniest of animals.

At any time (and any number of times) before scoring, you can exchange Dogs, Sheep, and Donkeys for 2 Food each. (Wild Boar provide 2 Food and Cattle 3 Food as normal.)



**Bone Crusher** (1 Wood, 1 Stone, 2 VP) replaces Slaughtering Cave  
At any time (and any number of times) before scoring, you can exchange Dogs, Sheep, and Donkeys for 2 Food each.



**Candle Maker** (2 Wood, 2 Stone, 1 VP) replaces State Parlor  
Each time you exchange 2 animals for Food at the same time, you get an additional 1 Gold (on top of the Food). If you exchange more than 2 animals at the same time, you get the Gold for every 2 of these animals. (The animals need not be of the same type.)



**Explorer's Cave** (1 Wood, 2 VP) replaces Peaceful Cave  
Each time you cover a Water Source on your Home board with a tile, you get three times the printed amount of Food (i.e., 3 or 6 Food). Each time you cover a Wild Boar Reserve on your Home Board with a tile, you get 2 Wild Boar from the general supply rather than the normal 1 Wild Boar.



**Goblin Dwelling** (4 Wood, 1 Vegetable, 0 VP) replaces Simple Dwelling (4 Wood, 2 Stone)  
This tile provides Room for 1 Goblin. When you place this tile, you immediately (and only once) get 1 Goblin to occupy this Room. (The normal rules apply: The new Goblin is an adult right from the get-go, but you cannot use it that Round.)