



As the five realms thrive, you discover the remains of former inhabitants of

Pandoria.

The ancient artifacts left behind can be reassembled as magical relics to earn further glory for your realm!

## Preparation

Place the artifacts and relics next to the board. In a 2-player game, remove the two relics worth 4 and 7 points, with 3 players, remove the 7-point relic from the game.

Randomly choose one side of the new starting tile and place it on the board in the position shown.

You can connect to this later in the game, just as you can connect to the terrain spaces printed on the board. No tile can be placed adjacent to this tile at the beginning of the game!



*Mountains + Hills side*



*Forest + City side*

Before mixing in the new double tiles, first remove a certain number of the original tiles from the game without looking at them: with 4 players, remove 16 tiles (instead of 4), with 3 players, remove 20 tiles (instead of 8) and with 2 players, remove 24 tiles (instead of 12). Only then do you mix the new double tiles with the remaining double tiles to form the face-down draw piles.



Each player receives the mountain castle of his player color.

Mix the 6 new single tiles with the 8 single tiles from the basic game and stack in a face-down draw pile. Remaining preparation for the base game does not change.

## Double tiles with artifacts

The new double tiles each show 2 of the same terrain as well as 1-2 artifacts.

When you place one of these tiles on the board, **immediately** place the corresponding number of artifacts from the reserve on that tile.

Once a region with artifacts has been closed, the player who closed it will receive all artifacts from that region, regardless of whether she scores any resources.





## Mountain Castles

Instead of placing your double tile or one of your castles, you may now place your mountain castle. With this tile, you cover and block an exit path without covering any normal tile space on the board.

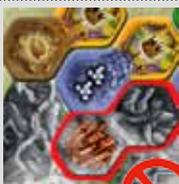
As with placing other tiles, the castle tile must be adjacent to a previously placed tile.

Then you can place a figure on the mountain castle as usual. The same rules apply as with figures on other castles.

If you place your mountain castle, you do **not draw** a new double tile at the end of your turn.

*Note: You may only place the mountain castle if the terrain connected to the exit path has not yet been enclosed.*

*You may also place the mountain castle with the **Enchanted Castle** spell.*



*The region with the exit path is already completely enclosed*



*The mountain castle does not border a previously placed tile*

## Single tiles

Instead of placing a double tile from your hand or a castle, you may now draw a single tile from the stack and place it directly into a gap of exactly one space. This was previously only possible using the **Terrain** spell.

If the tile is not part of a closed region, you may place one of your figures on the tile, as usual.

At the end of your turn, you do **not** draw a new double tile for your hand.

## Relics

Once you have collected enough artifacts, you may exchange them for a relic **instead** of playing a card or building a monument on your turn.

Put the required number of artifacts back into the reserve and take a relic that corresponds to the number of artifacts. Place it next to your tableau.

You do not need a building site for it.

Record the points from the relic with your crown marker. You can acquire any number of relics during the game.



*Note: In the partnership game, partners collect their artifacts together, and either of them can exchange them for a relic.*

*In the family version, the points on the relics are doubled!*