

— Dreams & Shadows —

THE MONSTER WITHIN



Expansion Rule Book

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It comes.
Across the frozen land
Wendigo approaches.
See its many faces?
Old and powerful
Words call out to me
In a whisper, a howl.
To feel its icy touch
And taste of the beyond,
Flesh shall be eaten.
Then all will be One.

~Selene

Expansion Components

CARDS (2.5X3.5IN)

- 01. Events (5)
- 02. Foes-Wendigo (7)
- 03. Resources (22)
- 04. Afflictions (6)

CARDS (3.5X4.9IN)

- 05. World Scenarios-Realm (18)
- 06. World Scenarios-Wilds (18)

CARDS (4.5X5.95IN)

- 07. Champions (8)
- 08. Quest Scenarios-Wendigo (12)
- 09. Story Endings (3)
- 10. Wendigo (1)

TOKENS (CIRCLE)

- 11. +1 Attack Score (4)
- 12. -1 Attack Score (4)
- 13. -1 Defense Score (4)
- 14. Soul (12)

TOKENS (STANDEES-FOES)

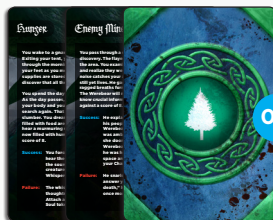
- 15. Devourer (2)
- 16. Famine (2)
- 17. Flesh-Eater (6)
- 18. Howl (2)
- 19. Wind Stalker (2)
- 20. The Skin-Walker (1)
- 21. Whisper (2)

TOKEN (STANDEE-VILLIAN)

- 22. Wendigo...1)



01



06



09



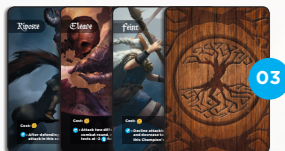
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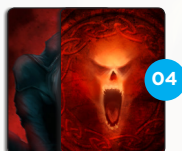
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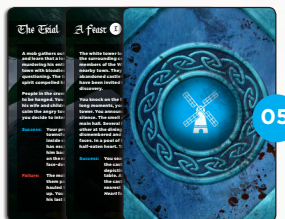
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The Story

The expansion takes place in the aftermath of the core game and continues the storyline. Several choices made in the core game will carry over into the expansion. Thematically, the expansion works best if played after confronting The Dragon.

STORY

A season has passed since the Champions saved the realm. Winter has come, blanketing the land in snow and ice. The kingdoms are rebuilding, but tensions rise as food becomes scarce. The Werewolf are in decline and there are rumours of something exterminating their kind. New disappearances are happening across the realm. Some who have gone missing are later found, but turned into ravenous cannibals. The surviving Champions learn that these monsters have been created for some greater purpose.

QUEST

The Skin-walker has survived and has performed rituals that possess others with a malevolent spirit, transforming them into flesh-eating monsters. It is believed she is trying to summon a god-like entity called Wendigo. The White Rose has provided you the Journal of a Magi, which holds the key to deciphering spell symbols and markings found at the ritual sites. It is believed that deciphered spells in the Journal can be used to provide some form of protection against Wendigo when it enters this realm



Game Setup

RESET THE BOARD:

- 01 Clear the board of all standees and tokens.
- 02 Place the Fate token on position #1 of the Fate Dial.
- 03 Search the Event deck and remove: **Enemy at the Gates**, **Monsters in the Dark**, **Plague Sickness**, **Samhain**, and **War of the Fae**. Add the expansion Event cards and shuffle the deck.
- 04 Remove all current Villain and Foe cards. Replace them with **Wendigo Villain** and **Foe** cards.
- 05 Follow instructions on the Act III side of **Wendigo's** card for placement of initial Shadow tokens and Foes on the map.
- 06 Overlay the new Experienced Champion cards on the old ones and place your Champion standees on the map according to their new Starting Locations. You can choose to either:
 - A Keep all Resources acquired from the core game or
 - B Gain the Resources listed in the Starting Resources section. If your Champion died in the core game, you can select a new experienced one and gain the Resources listed in the Starting Resources section.
- 07 Discard all Afflictions from Champions and reshuffle the Affliction deck.
- 08 Refer to the Scenario Choices section to determine placement of expansion Realm and Wilds cards face-down next to the relevant Champions. Remove all Scenario decks from the core game and replace with the expansion Realm, Wilds and **Wendigo Quest** decks.
- 09 Refer to **New Gameplay Rules** on customizing the Resource Deck. You may add expansion Resource cards. Then reshuffle the Resource deck and create the Hand.
- 10 Review the **New Gameplay Rules** section for all other updated rules and then start the game.

Scenario Choices

Players who completed certain Scenarios will receive one of two expansion Realm or Wilds cards - identified with ① or ②, depending on which choice was made. The relevant card should be placed face-down next to the player's Champion. If the players didn't complete one of the listed Scenarios, the ① version should be shuffled into the relevant expansion World deck and the ② version removed from the game. When the base game is finished, search for the following face-up Scenario cards:

CASTLE IN THE WOODS (WILDS)

Did you help the wraiths?

A Feast ① - You didn't burn the painting.

A Feast ② - You burned the painting.

THE UPRISING (CAPITAL)

Did you support the Dragovan rulers or rebels?

Aftermath ① - You supported the rulers.

Aftermath ② - You supported the rebels.

THE HEIST (CAPITAL)

Did you help the Coppers or turn them in?

Break & Enter ① - You helped the Coppers.

Break & Enter ② - You turned the Coppers in.

REFUGEES (REALM)

Did you escort refugees?

Remembrance ① - You did not escort the refugees.

Remembrance ② - You escorted the refugees.

EXPEDITION CREW (HOLLOWS)

Did you try to persuade to get the Relic or try to take it by force?

The Lost City ① - You tried to persuade the expedition leader

The Lost City ② - You attacked the expedition leader.

MASK OF THE BEAST (THE DRAGON QUEST)

Did you encounter and defeat the Skin-Walker?

Snakeskin ① - You didn't defeat the Skin-Walker.

Snakeskin ② - You defeated the Skin-Walker.

THE GOLDEN BEAR (THE DRAGON QUEST)

Did you challenge Sonja or strike a deal?

Enemy Mine ① - You fought Sonja.

Enemy Mine ② - You struck a deal with Sonja.

THE STAND (THE DRAGON QUEST)

Did you escape with the totem or stay and save the Valkyries?

Trapped ① - You did not save the Valkyries.

Trapped ② - You saved the Valkyries.

New Gameplay Rules

I. CHAMPIONS

Players can continue into the expansion with their current Champion or choose new ones, so long as they survived the base game. Players should overlay their Champion card with the new experienced versions and move their Champion to the designated starting location. Players can choose to retain their current Resource cards or start with the ones listed under Starting Resources. Each Champion also has updated traits and abilities.

II. ACTIONS

The number of actions available per Turn now vary by the number of Champions playing at the start of the game:

- 4 Champions or less get 4 actions each
- 5-6 Champions get 3 actions each

III. RESOURCE DECK

The Resource deck can now be customized where players can choose which cards to include to suit their selection of Champions. The deck size will vary depending on the number of Champions:

- 30-card deck for 3 Champions or less
- 40-card deck for 4-6 Champions

If completing a Scenario results in searching for and attaching a Resource card that is unavailable in the Resource Deck, the Champion can instead gain the Gold equivalent listed on the card (if any).

IV. SCENARIOS

There are only Realm, Wilds and Quest Scenario decks in the expansion. There are no Hollows or Capital decks.

In the expansion, Scenarios are only initiated by Champions that have a face-down Scenario card. The Scenario Choices section will determine any Champions that begin the game with a Scenario card. During the game, whenever a Champion removes a Shadow token from the map, the player may

draw a Scenario card matching the location of the Champion's standee and place it face-down next to the Champion's card.

During the Scenario Phase, players with Scenario cards next to their Champion may initiate a Scenario by passing a face-down Scenario card to another player to read out loud. The type of Scenario card must match the Champion's current location. If no Champion has a Scenario card to play, then skip the Scenario Phase.

Successfully completing Realm and Wilds Scenarios will place Quest tokens on the map and Quest cards next to the Champion. A player whose Champion is on a space with a Quest token may initiate the Quest Scenario by passing the face-down Quest card to another player to read out loud.

At the start of the Scenario Phase, Champions on the same space may choose to join in the same Scenario (as long as one of them can initiate a Scenario). A Champion that joins in a Scenario may not initiate their own Scenario this Turn. Players with multiple Champions in the same Scenario may choose which Champion's trait to use for passing a Test or join in combat the same way as in the core game. The Champion that passed the Test gains any reward from the success part of the Scenario. However, in the case of failure, both Champions suffer the negative consequences.

V. FOE DECKS

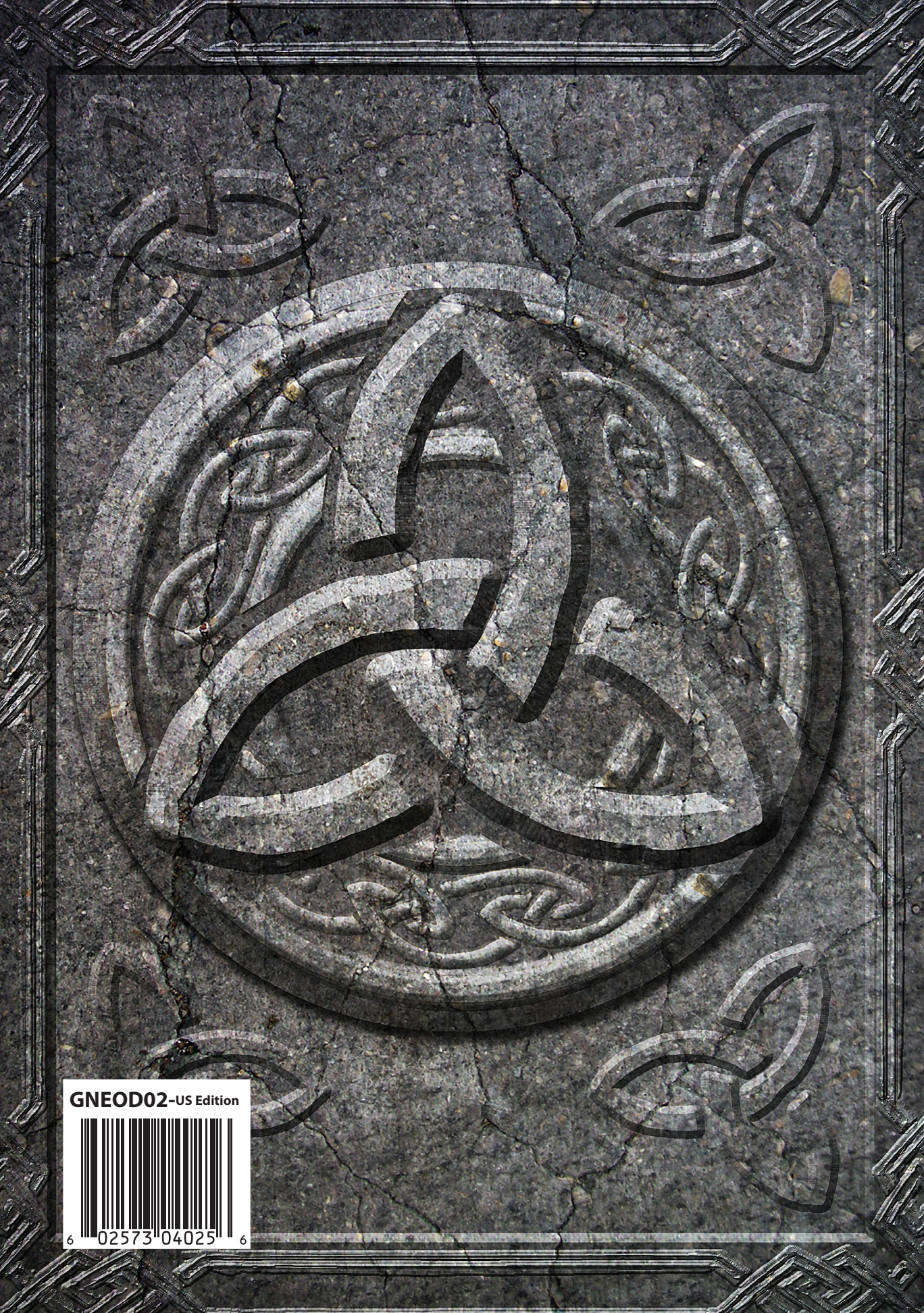
The Wendigo Foe deck now contains both Foes and Epic Foes aligned to Wendigo. Epic Foes aligned to Wendigo are not removed from the game when defeated. The card is shuffled back in the deck like regular Foes.

VI. CARD CHANGES

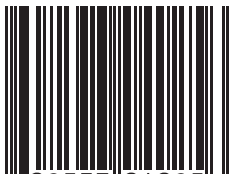
The following cards have been updated:

- Call the Storm (Resource)
- Possessed (Affliction)

Search and replace the old versions with the new ones that have been provided.



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