

# WILDERNESS

*Wilderness* is an expansion to *Northgard: Uncharted Lands*. It contains additional creatures for the Creatures module, and rules for a whole new module: Environment tiles!

## COMPONENTS

### 11 ENVIRONMENT TILES



**2 Spectral Warriors**  
(beige, brown)



**2 Draugr Jötнар**  
(beige, brown)



**1 Hvedrung**  
(beige)

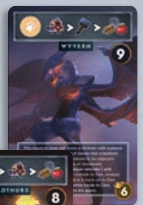
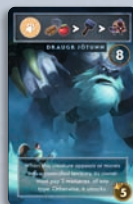


**2 Eldthursar**  
(beige, brown)



**1 Wyvern**  
(beige)

### 8 CREATURES, INCLUDING MINIATURES AND THEIR CORRESPONDING CARDS:



# NEW CREATURES

To use most of the new creatures from this expansion, simply add their cards to the Creatures module from the core game.

The Spectral Warriors and Wyvern can only be used if their corresponding tiles (and rules) from the Environment tiles module are included in this expansion.

**Note:** Creatures from this expansion have higher strength values and more exotic powers than those found in the core game, representing a tougher challenge for the players. We recommend playing the core game before adding this extra content.

You also don't have to include all of these new creatures at once ; add whichever you'd like depending on the level of danger the players want to face!

## DRAUGR JÖTUNN

*Draugr Jötnar (plural for Jötunn) are Draugar who were originally Jötnar before revived by the power of Helheim. Released from their icy prison, they are mighty opponents for the clans!*

**Creature power:** When this creature appears or moves into a controlled territory, that player must pay 2 resources of any type. Otherwise, it attacks.

**Note 1:** As this creature shares its territory with players, remember that they can enter and stay in its territory without fighting it.

**Note 2:** If a player only has 1 resource, they still have to pay and are automatically attacked.



## ELDTHURS

*The Eldthursar (plural for Eldthurs) are hellbent on destroying the world. They will wreak as much havoc as they can before burning away, as they can't survive outside of their homeworld for very long.*

**Creature power:** When this creature appears or moves into a controlled territory, that player must remove one of their small buildings on the territory and place it back in the reserve.



# HVEDRUNG

The mysterious leader of an ancient clan hellbent on bringing about Ragnarök, the end of times. His actions were mysteriously foretold by the Runes and some believe he is not of this mortal world.

**Creature power:** When this creature appears or moves into a territory, draw a new Creature card; place the card next in the creature line and the miniature on its territory.

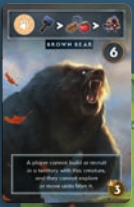
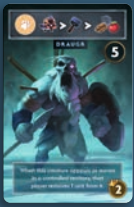


## Example



The creatures are activated one by one. When Hvedrung is activated, it moves to the adjacent Red territory and triggers the apparition of another creature, a Draugr.

Its card is added just after Hvedrung's card in the creature line. As the Draugr appears in Hvedrung's territory, it removes one Red unit.



Then, the Draugr is activated. It moves into Purple's territory and removes another unit there. Finally, the Brown Bear will activate...



## SPECTRAL WARRIOR

### ENVIRONMENT TILES MODULE ONLY

*When a warrior does not fall in glorious battle, an intricate Seidr burial ritual can bring back their restless soul, giving them another chance to fight for glory and find their peace.*



**Creature power:** Buildings in the same territory as this creature have no effect (extra resources or fame are not collected, there are no building bonuses during combat, etc.). When it is eliminated, remove this Creature card and miniature from the game.

**Note:** Spectral Warrior cards are not placed in the Creature draw pile during setup. See the Environment tiles module below.



## WYVERN

### ENVIRONMENT TILES MODULE ONLY

*The most fearsome of the ancient creatures roaming the lands of Northgard, taking refuge in their Dens until the right moment to emerge...*

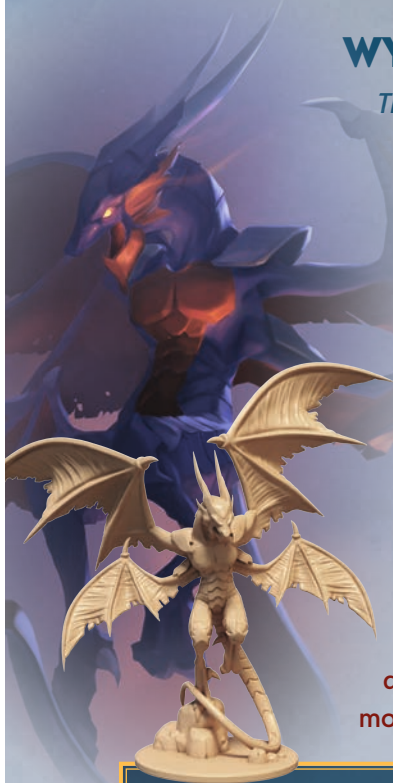
**Creature power:** It does not share their territory with a player and attacks them when it moves into a new territory. All territories are considered to be adjacent to it for the purpose of movement.

Before combat, remove one unit from the player (whether they are attacking or defending).

If it loses a combat while outside its Den, instead of it being defeated, place it back on its Den.

If it loses a combat while inside its Den, it is then removed from the game.

**Note:** The Wyvern card is not placed in the Creature draw pile during setup. See the Environmental tiles module below.



### Wyvern activation exemple

**Before moving:** The Wyvern has the choice between five territories with units and no creatures, as it is considered adjacent to all of them.



Looking at its priorities, there are two target choices : Red and Purple territories, each containing five units.

They have the same number of building points (four), but Red controls more resources than Purple (three: one 🍪 and two 🍎).

Therefore the Wyvern is placed directly into Red's territory.

**Before combat:** The Wyvern removes one Red unit.



Red spends one 🍎.

The Wyvern rolls 🗡️ and Red rolls 🎲<sub>x2</sub> + 💀 (the casualty doesn't count against a creature)

**The Wyvern's total:** Nine Combat points + 🗡️ (from die) = ten points

**Red's total:** Six Combat points (four units + two from Fortress) + one 🍎 + 🎲<sub>x2</sub> (from die) = nine points

Wyvern wins and Red retreats.



**Note:** If Red had two food bonus points, they would have won. In that case, the Wyvern would have been placed back in its Den.

# MODULE: ENVIRONMENT TILES

Northgard is a land of natural and mystical wonders. This optional module reinforces the variety of the landscapes, adding a set of special tiles to the map.

**Modules can be combined with others or included on their own as additions to the core game. To use this module, follow all the core rules of *Northgard: Uncharted Lands*, with the following modifications.**

## SETUP

After setting up the game but before starting the first year (between step L and M of set up), take all Environment tiles and shuffle them together with the other Map tiles, making one combined pile.

*Remember, you can decide to include which and how many of these tiles the players want to play with.*

## ENVIRONMENT TILES RULES

Each type of Environment tile has a set of specific rules and effect timing, displayed below. All of these tiles can be used in any game of *Northgard: Uncharted lands*, except two; the Ancestral Graveyard and the Wyvern's Den both also require the rules from the Creature module.



### New frontier: Impassable




This module introduces a new type of border to the game: Impassable borders. They are depicted by uninterrupted orange lines and cannot be crossed at all by player units or creatures (whether as a part of a move action or a retreat). Territories separated by an Impassable border are not considered adjacent for any rules purposes (card effects, movements, etc.).

## STANDARD GAME ENVIRONMENT TILES




### GREAT LAKE

#### PHASE: HARVEST

The Great Lake is Impassable (treat its artwork as an Impassable border). **During the Harvest phase**, the player totaling the most units between the four adjacent territories to the Great Lake collects two . In case of a tie, all tied players collect one  each (even if it amounts to more than two ).

**Note:** As the food does not belong to a specific territory, its icons cannot be used by special clan abilities or cards.

### Example

Blue has two units in an adjacent territory to the Great Lake and two units in another adjacent territory (four units total). Red has three units in an adjacent territory (three units total). In this case, Blue collects two additional  during the Harvest phase.

## GEYSER

### PHASE: END OF YEAR




At the **End of the Year**, a player controlling a territory with a Geyser may place one unit in it. Repeat this again if both Geysers are in the same territory.

**Note:** This does not cumulate with the Training Camp benefit.



## RUINS

### PHASE: HARVEST

During the **Harvest** phase, a player controlling a territory with Ruins collects  and  as depicted on the tile. The  are gained even if the territory is not closed.



## SWAMP

### PHASE: ACTIONS (MOVE)

Units can move through the Swamp like any other territory, however they **cannot end a movement in it or retreat into**. If units move through it, their owner removes one of them and places it back in their reserve. Creatures can end their movement in the Swamp. If any game effect would force units to end their movement there, they cannot enter the Swamp at all.

## POISONOUS SWAMP

### PHASE: HARVEST

The Poisonous Swamp is Impassable (treat its artwork as an Impassable border). **At the end of the Harvest phase**, remove one unit from each adjacent territory to it.



## HIGH PEAKS

### PHASE: ACTIONS (MOVE)

The High Peaks are Impassable.

**Note:** the territories on its sides may still become adjacent if other tiles are placed in such a way to make the crossing possible (regular or Rough borders).



## ENVIRONMENT TILES REQUIRING THE CREATURES MODULE

The following tiles require the use of the rules from the Creatures module.

Note that they can be played in conjunction with the other creatures, or on their own.

### ANCESTRAL GRAVEYARD

PHASE: CREATURE

**Setup:** The Spectral Warrior miniatures and cards are set aside at the beginning of the game.

The Ancestral Graveyard is added to the Map tile pile like any Environment tile.

**At the start of the Creature phase:** The owner of the Ancestral Graveyard territory may place one Spectral Warrior on any territory with at least one creature's lair. Add the Spectral Warrior card at the end of the creature line.

**Note:** as they are removed from the game after a defeat, Spectral Warriors cannot be brought back to play with the Ancestral Graveyard.



### WYVERN'S DEN



PHASE: ACTIONS (EXPLORE), HARVEST

**Setup:** The Wyvern miniature and card are set aside at the beginning of the game. Do not shuffle the Wyvern's Den with the other Environment tiles.

Once setup is complete (after step M), set aside the first 3xN tiles at the top to form a first pile. (N is equal to the number of players. For example, if there are three players, then nine tiles are set aside)

Shuffle the Wyvern's Den with the rest of the tiles, forming a second pile. Place the first pile on top of the second pile, to now form one single pile.

**When the Wyvern's Den is explored,** place the Wyvern miniature on it and its card at the end of the creature line.

The Wyvern Den is an exceptional territory of one tile only. It generates two  if a player controls it **during the Harvest phase** (the  displayed on the tile are a reminder of this special rule).



## CREDITS

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