



ver since the Titans created the world, death has never been as final as could have been hoped. Sure, there's not much a chance you'll find Grandma clawing her way out of the family tomb on her own, but a lot of strange things have happened.

To start with, there are strange creatures whose true nature lies smack-dab on the borderline that separates life from death. These ghouls, necrophages, and vampires haunt foul-smelling, ghastly places, feeding on anything and everything that could count as a meal in their eyes - carrion and live prey. These undead creatures reproduce by infecting living creatures, taking them to the brink of death and keeping them there for all eternity.

Then there are the dead brought back to life using powerful magic. Necromancers, servants of small dark gods, and some monsters know how to revive rotting corpses and ancient skeletons, men, fairies,

and animals. The result is a sort of dumb undead beast, incapable of real thought or intelligence, which make them ideal guardians, tireless trackers, and fearless fighters.

And then there are madmen who reject the natural order of the world and refuse to exit the material world and travel to the unknown shores of the afterlife. They use arcane rituals, ungodly sacrifices, powders and talismans, and ghastly liquors, to change their natural state. They become lichs and mummies, once-powerful mortals who have traded reason and feelings for an eternal unlife.

Finally, there are those who, due to an accident, love, or anger, are unable to leave. Their body may be gone, but they are still bound to the material world through their powerful emotions and memories. These wraiths and ghosts are trapped in their little bubble, aggressive and desperate by turns, crying out for help, yet ready to destroy anyone who comes near them.



EQUIPMENT

♦ 3 new Chronicles (36 cards in all)



Starved
(Short)



With a Wave of the Land
(Long)



Old Bones
(Long)



x15

♦ Languor cards



x20

♦ “Death on the Prowl”
Incident cards



x6

♦ Assignment cards
(3 short, 3 long)



x8

♦ Skeleton tokens



x4

♦ Seal tokens



x1

♦ Nexus token



x1

♦ “Severed Hand” token

LANGUOR CARDS



during the new Chronicles and Incidents, Rangers may fall prey to Languor, a type of supernatural evil. It is a morbid state of melancholy that grips their heart and soul.



When playing with the **Undead & Alive** expansion pack, place the **Languor** cards in a stack, face down, near the **main board**.



A Ranger who is stricken with Languor must draw the **top card in the Languor card pile**. The Ranger takes note of the card's effects and places it, face up, next to their **Ranger card**. The effect described on the card is applied as long as the Ranger is in possession of this card.

❖ ACCUMULATING LANGUOR ❖

Each Ranger may only have one **Languor card**. If a Ranger must draw a **Languor card** when they already have one, the previous card is discarded and replaced by the new one. The Ranger then loses 1 Vitae (♥).

❖ DISPELLING LANGUOR ❖



The action **Healing** in the Community in Region 6 allows you to get rid of a **Languor card** in addition to regaining all your Vitae.

•NOTE• *Some cards also allow you to get rid of a Languor card. In this case, it is specified on the card.*

ASSIGNMENTS & INCIDENTS

6 new **Assignment cards** allow you to play with the 20 “**Death on the Prowl**” Incident cards.



All these **Assignments** may be played with all of the **Chronicles**, as long as you make sure the length matches (Short Assignments with Short Chronicles and Long Assignments with Long Chronicles).

MILD VARIANT

If you would like your Oltreé session to have less jarring defeat conditions, you may use the following variant:

WHEN THE  OR  REACHES 8

You can't earn any more, so ignore any additional wins. Nothing else happens.

WHEN THE  OR  REACHES 0

You can't lose any more, so ignore any additional losses. Nothing else happens.

WHEN THE ADVERSITY MARKER REACHES THE CHRONICLE SPACE

Immediately check the Prestige () and Defense ()

- ♦ **If the  or the  are at 0:** The game is immediately over!
- ♦ **If the  is at 8:** Earn 1 Treasure ()
- ♦ **If the  is at 8:** Remove 1 Incident card from any Region.

DON'T FORGET:

Keep the following rules in mind:

♦ ADVERSITY MARKER ♦



The **Adversity marker** cannot skip the **Chronicle space** if a  is rolled on the **die**. It must stop there.

In the same way, the **Adversity marker** cannot stay on the **Chronicle space** 2 turns in a row. If the **marker** is already on the **Chronicle space** and a  is rolled on the **die**, the **marker** must move forward one space.

♦ TREASURE ♦



Treasure is a special resource. This resource is not a “wild card”. Treasure cannot be used in the place of other resources. Treasure can be exchanged by Calling on a Community in Region 1.

CREDITS

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