

# The Endless Land

## TRADERS & RAIDERS

In the land of the Shadowthorn, a once secret, now famous band of mercenaries dedicated to hunting and eradicating corrupted magic wielders, inhabitants now trade and build in peace. The only threat is the occasional raids from creatures who lurk close to villages in dark caverns. Traders of the land, equipped with powerful weapons and potions, now are the people's best defense. These merchant warriors build trade routes and commerce centers that will lead the land to unprecedented prosperity and safety.

### Components:



15 different rare resources. 5 tokens each.



8 different uncommon resources. 10 tokens each.



3 common resources. 20 tokens each.



16 monster tokens.



1 Luck Die



40 gold tokens



5 player colors. 5 market tokens each.  
1 standee figure each.  
10 action tokens each.



40 Building cards



1 starting player castle token



1 Fortnight tracker board



8 weapon tiles



1 board



1 Draw bag



16 Fortnight tiles



5 player cards



40 follower cards

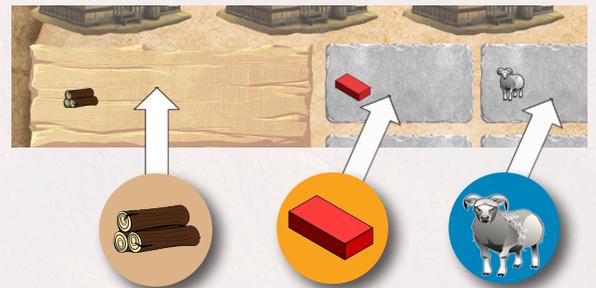


15 map tiles

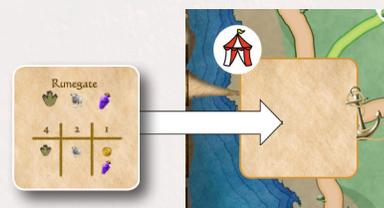
## Setup:

Place follower cards on board spaces and a draw deck next to board.  
Place building cards on board spaces and a draw deck next to board.

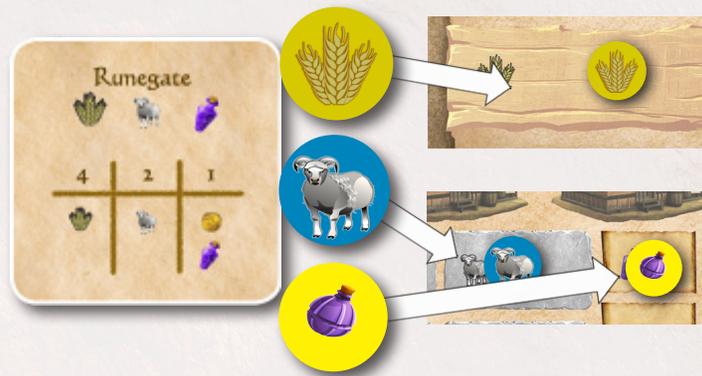
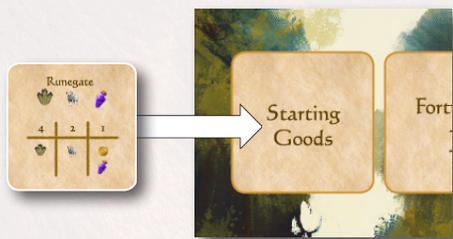
Place one of each resource on the board.



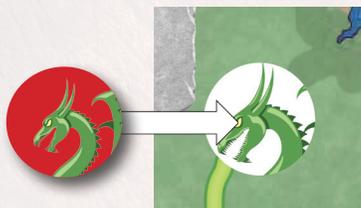
Place map tiles randomly face up on map spaces of board.



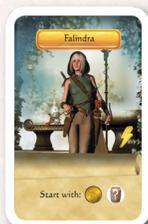
Put all fortnight tiles in the draw bag. Draw one random fortnight tile and place on the “starting goods” space of the fortnight board and one additional resource of each kind shown on that tile (except gold coins) on the resource section of the main board. These board spaces will now have two tokens each.



Place monster tokens randomly face down of monster spaces of board.



Choose starting player at random. Starting with the last player and going in counterclockwise order, players place their standee in any town on the main board.



Each player chooses a player card and gets all market tokens, player tokens, and standee matching that card. Players also start with one gold and one other resource of his/her choice.



Set-up is now complete.

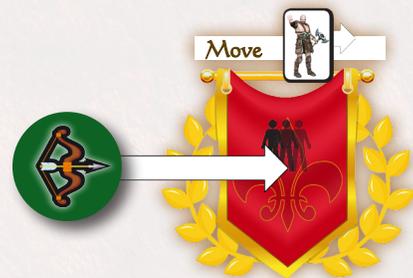


## Game Play:

On a player’s turn he/she must chose one action. It can be either a group or solo action. Solo actions can only be performed if a previous player has chosen the action as a group action.

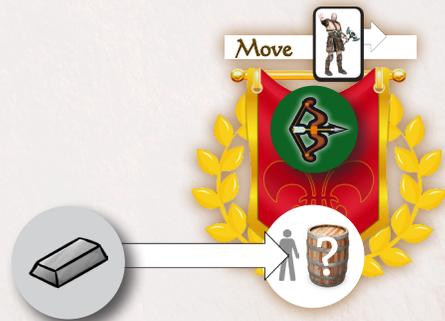
### Group actions:

(denoted by multiple player symbol on each flag.) The player places an action token of his color on the flag matching that action. All players, in clockwise order, perform that action. If a player cannot, or chooses not to perform a group action he gains one common resource produced in the city where his figure is located.



### Solo actions:

If there is a action token on the flag of an action a player may choose to take a solo action. The action is the same as the group action, except only the active player takes the action. The player places one resource of any type on the solo action space at the bottom of the flag. He then takes that action—no other player takes that action. When the “fortnight” action is chosen later in the round, the player tokens will be removed from the flags. After the next fortnight, that resource token stays there until another player takes the group action on that flag. That player gains that resource. Then the space is open for another player to take that solo action.



# The Actions:

## Move:

A player may move his standee from one town to another. The players must follow the roads on the map. A player must stop when he reaches a city. If a player has a horse he may move to an extra city past the first one he enters. If a player has a galleon he may move from one port to another port (cities showing an anchor). If a player has a dwarven scout he may move from one mountain city to another. There is no limit to the number of player standees in a town.



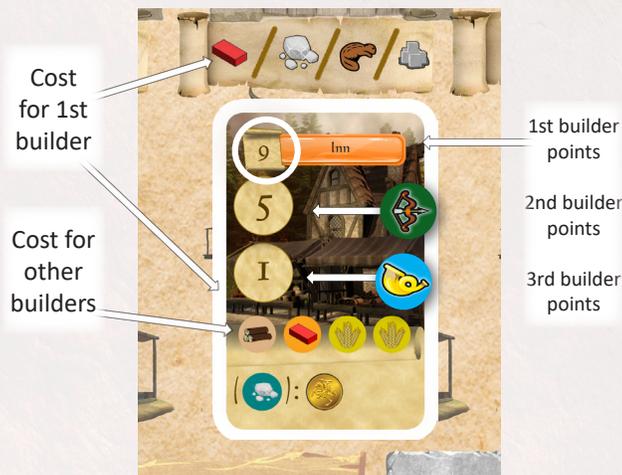
## Build:

A player may spend the cost of a building card, take that card, and place it face up in front of him. The cost is shown on the upper left of the card. There is no additional cost if the card is on the far right space of the board. If the card is on another space, the player must also pay the cost shown above the card. The extra costs from left to right are: 1 gold, 1 of the shown uncommon resources (brick, silver, fur, stone), 2 common resources (wood, iron, wheat), 1 common resource.

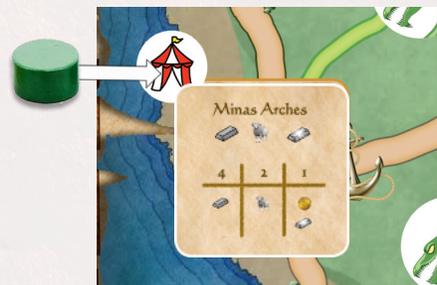
Players may build a building that another player has built. He pays the cost of the building shown on the card that is held by the other player and places one action token on the highest numbered circle shown on that card (right of the card). The number in the scroll at the top of the card is the number of points the original builder will receive. The number in the circle is the number of points the second builder will get and the bottom circle shows the number the third builder will get. All players will get the resources produced by the card (during the fortnight action). If a resource is in parentheses, the player gains the gold shown on the card when that resource is chosen instead of the resource.

A player may either buy one building card or buy one market, but not both. To buy a market the player pays the resource cost and places a market token on the tent icon of the main board in the location the player currently inhabits. The cost of the markets are shown on the main board. They are 2 of any resource for the first market, 3 for the 2<sup>nd</sup>, 4 for the 3<sup>rd</sup>, 5 for the 4<sup>th</sup>, and 6 for the 5<sup>th</sup>. 5 is the maximum number of markets a player may have. Only one player may have a market in a single town.

When a player has a market he may trade in that town as if he were there (described later). A player will also gain the resources produced by that town when that resource is chosen by the player choosing a fortnight tile.



1	2	3	4	5
2x	3x	4x	5x	6x
?	?	?	?	?



## Trade:

A player may trade the things shown in the town where he is located or a town where he has a marketing tent. Rare resources or a gold coin may be traded for two uncommon resources and vice versa. Uncommon resources may be traded for two common resources and vice versa. One rare resource or gold coin may be traded for four common resources and vice versa. A player may trade as many times as he likes when performing the trade action.



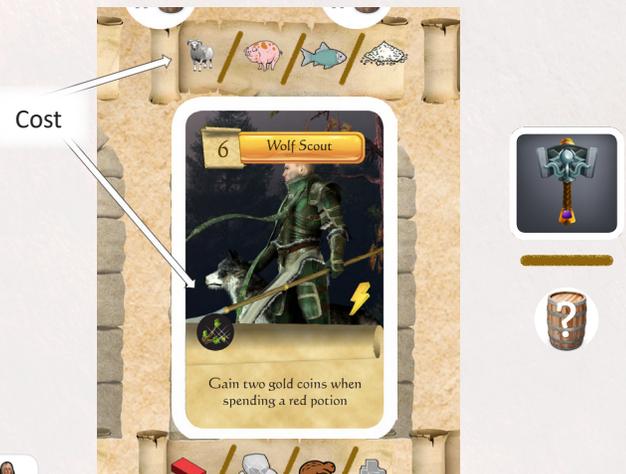
Trade example: The trader is in Marjin Dae and has one gold coin, four wheat and markets in Cut-throat Villa and Newberry. With one trade action she can trade four wheat for one gold coin, then two gold coins for four wood and one emerald, then four wood for two furs.



## Recruit:

A player may spend the cost of a follower card and take that card. The cost is shown on the upper left of the card. There is no additional cost if the card is on the far right space of the board. If the card is on another space, the player must also pay the cost shown above the card. The extra costs from right to left are: 1 gold, 1 of the shown uncommon resources (sheep, fish, pig, salt), 2 common resources (wood, iron, wheat), 1 common resource.

A player may either buy one follower card or buy one weapon tile, but not both. To buy a weapon the player pays one resource of any type. There are 8 weapon tiles—after they are gone no more may be gained. Weapons help the player win combat with a monster in a rescue action. The player spends the weapon and increases his combat factor by one. The tile is returned to the main supply when used.



## Collect:

A player may gain all tokens of one type from the main board. That type of resource must be found in the city where the player's figure stands.

## Rescue:

Each player chooses to either rescue or pass. If the player chooses to rescue, he places his figure on the monster space attached to his current town. If there is no monster token a player may not rescue. Before the monsters are revealed, the player draws a fortnight tile and places it on the lowest number of the fortnight track. The tile is placed face down showing a bonus to players who meet the criteria of the tile. If the tile shows a red monster icon with a plus number all monsters are raging. That number is added to every monster on the board this turn. If the player's combat factor exceeds the monster's number, he succeeds in the rescue. If the player's combat factor is equal to or less than the monster's number, the rescue is in jeopardy. The player needs a "luck" roll to win the rescue. Each player in turn order rolls an 8-sided die. If the roll is equal to or less than the player's combat factor the rescue is a success, otherwise the rescue is a failure. A player's combat factor is the number of lightning bolts the player has on his player card plus follower cards. The player may also spend weapon tiles to increase his combat factor by 1 for each tile spent. There is no limit to the number of weapons a player may



spend on a turn. If the player is performing a luck roll, the weapons must be spent **before** the roll is made. If the player loses the rescue he must lose one resource of his choice (including a gold coin). If a player succeeds in a rescue, he gains the number of resources from supply (not the board) equal to the number shown on the monster token (maximum of 4). He must choose from the resources (including gold coins) in the town where he is located. He may not gain two of the same town. After the rescue attempt the player remains in the same town.



If more than one player attacks the same monster the players attempt the rescue in turn order. After the monster is defeated the following players receive no reward and lose no resources.

The player that succeeds in a rescue keeps the monster token for the end of the game. The monster is worth the number of points shown on the token.

## Fortnight:



The fortnight action can be chosen once three other group actions have been chosen. Fortnight is only available as a group action. If there is a fortnight token face down on the fortnight track (from a rescue action), the player turns it face up. If there is no face-down tile on the fortnight track the player chooses one from the draw bag.

The player first places it face down for a potential bonus to players. The bonus shows the pre-requisite on the top line and the bonus on the bottom line. If it shows a red monster icon with a plus number there is no bonus.

Once the tile is face up, the player chooses one item from each column (common, uncommon, rare) and places that item on the resource section of the board. In a 4-5 player game the player chooses two resources from each column.

If any player has a market in a town that produces that resource, that player gains one of that resource from supply (not the board). If any player has a building card that produces a resource (shown at the bottom of a building card), that player gains one resource of that type from supply. Any player with an player token on a building card also gains the resource from supply.

Remove all player tokens from group action flags. Leave all resources in place that are on solo action spaces.



If any player has two or more market tokens on the board that player gains a trade action.



If there is a card on the far right of the follower card space, remove it from the game. Do the same with building cards. Move all follower and building cards to the right, filling all empty spaces.



Draw follower and building cards from the draw deck until all card spaces are filled.



Move the first player token to the player to the left of the player that took the fortnight action. That player then takes the first action of the next turn.



## End of the Game and Winning:

The game ends immediately when the last space of the fortnight track is full. Players get the bonus shown, but there is no need to place new resources. The player with the most points is the winner. Points are gained from: Building cards, each gold coin is worth 1 point, each monster is worth the number shown, follower cards, Possible bonuses shown on follower cards. If there is a tie, the player with the most building cards is the winner of the tie. If there is still a tie, the player with the most gold coins is winner of the tie.



## Bonus tiles:

Any tile with a red monster icon indicates that the monsters are raging. All monsters faced during the "rescue" action gain the bonus shown on the tile. In the fortnight action nothing happens.



Every player with two or more market tokens on the board gains a trade action in turn order.



Every player with one or more follower cards gains a move action in turn order.



Every player with one or more market tokens on the board gains an uncommon resource from supply.



Every player with one or more weapons gains another weapon.



Every player with one or more building cards gains a market token on any available town in turn order.



Every player has defeated one or more monsters gains an uncommon resource from supply.



Every player with four or more gold coins gains any resource from supply.



Every player with three or more rare resources gains one gold coin.



Every player with three or more gold coins gains one move action in turn order.



Every player with one or more follower cards gains one of each common resource.



Every player with one or more building cards gains one of each common resource.



Every player with two or more market tokens on the board gains one gold coin.

## Potion Powers:

A player may spend a potion token to gain a special ability during particular actions:



Spending a purple potion during a move action allows the player to move to any town.



Spending a green potion during a rescue action gives the player +2 combat factor for that action only. The potion must be spent prior to any luck die roll.



Spending a red potion during the trade actions allows the player to choose one town on the board and trade as if that player has a market there. This can be done even if another player has a market in that town.

## Resources:

### Common:



Wheat



Wood



Iron

### Uncommon:



Sheep



Salt



Stone



Brick



Pigs



Furs



Silver



Fish

### Rare:



Teleport Potion



Cows



Enchanted Iron



Rubies



Emeralds



Spices



Strength Potion



Silks



Diamond



Cork



Enchanted Wood



Leather



Gold



Indigo



Mind Link Potion