



THINGVELLIR

Thingvellir is an expansion for Nidavellir.

This expansion can be confusing because behind its very simple rules is hidden a multitude of new strategies. We recommend that you take the time to familiarize yourself with the base game before embarking on the Thingvellir adventure. Starting directly with the expansion added to the base game could spoil the experience. Lack of experience could make your choices difficult and / or random, and it would result in a lack of strategy in order to counter what your partners do.

In regards of Nidavellir's mythos, we are loosely inspired by Nordic and Germanic mythologies. Our goal is to create a world of our own but keeping its roots intertwined with those of the mythical tree: Yggdrasil.

We wish you great adventures and thank you for your support.

GRRE Team

EVERYWHERE, THE BELLOWS OF FORGES AND HAMMERS HITTING ANVIL COULD BE HEARD.
 EVERYWHERE, SWORDS AND AXES COULD BE SEEN PRACTIKING IN A CEASELESS BALLET.
 THE WHOLE KINGDOM WAS MOBILIZED TO GET READY TO FACE FAFNIR.

THE KING STOOD PROUD TO GIVE CONFIDENCE TO HIS ELVALANDS. BUT IN THE SECRECY OF HIS HEART,
 HE WAS GROWING ANXIOUS ... WHAT IF HIS CLAN WEAKENED? WHAT IF FAFNIR COULD DEFEAT HIS MOST
 SEASONED BATTALIONS? AND WHAT IF HIS REIGN WAS FOREVER REMEMBERED AS THE ONE IN WHICH
 THE DRAGON SUBDUED THE ELITE DWARF TROOPS?

QUEEN DAGFID, WHO KNEW HER STUBBORN HUSBAND WELL, WAS SURE HE WOULD NEVER ASK FOR HELP.
 ESPECIALLY NOT TO THE PRETENTIOUS ELVES WHO WOULD SURELY, AS THEY DID IN THE PAST,
 SCORN THEM WITH THEIR MANNERS AND DIVINE SUPERIORITY. NO HELP FROM OTHER DWARVES CLANS EITHER,
 AS HE WOULD NOT WANT THIS CRY FOR HELP TO BE SEEN AS A SIGN OF WEAKNESS.
 HAILING FROM A WANDERING CLAN, THE QUEEN WAS BLESSED WITH LIMITLESS COURAGE, ESPECIALLY
 WHEN IT CAME TO SUPPORTING HER KING. HE WHO HAD LOVED HER, WELCOMED HER INTO HIS KINGDOM,
 ALWAYS SEEING HER AS HIS EQUAL. SO SHE SET OFF ONE NIGHT IN SECRET, ACCOMPANIED BY IDUNN
 THE FURTIVE AND HOURYA THE ELUSIVE, TO FIND HER WANDERING TRIBE AND ASK FOR HELP.

A FEW WEEKS LATER, THE KING, EXHAUSTED BY THE ANGUISH OF HIS WIFE'S ABSENCE, SAW A CLOUD
 OF DUST APPEAR ON THE HORIZON, RAISED BY BIG CARAVANS AND A HORDE OF IMPRESSIVE MOUNTED
 WILD BOARS. THE QUEEN RODE AT THEIR HEAD. THE KING COULDN'T BELIEVE HIS EYES!
 SHE HAD TRAVELED BEYOND THE ARID DESERTS OF THE KINGDOM TO SEEK HELP FROM HER TRIBE
 OF THINGVELLIR. THE NOMADS SET UP THEIR CAMP AT THE FOOT OF THE CASTLE AND ALL
 THE INHABITANTS OF THE KINGDOM COULD COME TO ADMIRE THE POWER OF THE BRAVE MERCENARIES
 AND THE QUALITY OF THEIR ARTEFACTS. HOPE SMILED AGAIN AT NIDAVELLIR.
 FAFNIR COULD FINALLY BE IN TROUBLE!

This expansion allows you to play Nidavellir by adding a new recruiting location: the **Camp**.

Matériel

24 **Camp** cards including
 A • 12 **Mercenary** cards,
 B • 12 **Artifact** cards



6 new **Hero** cards
 + 2 "OLWYN'S DOUBLE" cards



1 **Camp sign**



10 **Class** tokens



5 **Reference** cards



1 **Scoring** pad



THE CAMP

Setup

Follow the setup of the base game then:

- 1 • Place the **Camp** sign above the first tavern sign,
- 2 • Separate the **Age 1** and **Age 2 Camp** cards. Shuffle the decks of cards separately and place them on either side of the sign.

- 3 • Add the 6 **neutral Hero** cards to one of the card holders.

Management during the game

At the start of each turn, before the DWARVES ENTER the Taverns:

- * Reveal new **Camp** cards of the current Age in order to have 5 cards face up.

Note: If no **Camp** card was taken in the previous turn and there are 5 cards face up, do not reveal any new ones.



♦ 4 ♦

New 2 Elvalands rule

All Thingvellir rules apply, however:

When resolving Taverns:

If the Elvaland with the highest bet chooses a card in the **Camp**, he must also discard a card of his choosing from the three cards in the tavern being resolved.

The second Elvaland will then have the choice between the two remaining cards of the tavern being resolved.

* At the end of **Age 1**, after the **Distinctions** have been awarded, discard all remaining **Camp** cards.

New rules

Now, the Elvaland with the highest bid can choose to take a card from the **Camp (Artifact or Mercenary)** instead of taking a card from the tavern being resolved.

In the event of a tie, and to determine the highest bid on a current Tavern, refer to the **gem** values as in the base game.

Only the Elvaland with the highest bid can get to the Camp and take a card there.

The other Elvalands must, in the order of the bids, take a card from the tavern being resolved.

The camp is made up of **Artifact** and **Mercenary** cards.

If the Elvaland who played first chooses to take a card from the **Camp**, the remaining **Dwarf** card from the tavern must be discarded before moving on to the next tavern's Resolution.

♦ 5 ♦



Do not shuffle the **Camp** cards discard pile and the **Dwarf** cards discard pile.

DEAR ELVALAND,
HAVING THE **GEM 5** WILL GIVE YOU A DEFINITE ADVANTAGE IN GOING TO CAMP ON THE FIRST TURN, HOWEVER, YOU SHOULD NOT REST ON YOUR LAURELS BECAUSE THAT WILL NOT GUARANTEE YOU VICTORY!

WORD OF THE KING

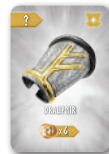




Artifact cards

Place them in your **Command Zone** unless otherwise stated in the description.

Age 1:



DRAUPNIR

Mythical bracelet which has the power to multiply 9 times every 9 nights. It brings great wealth to the Elvaland which will be able to make the best of the trades and transformations of coins.

At the end of Age 2, when counting points, add to your **Final Bravery Value: 6 points per coin of value 15 or more** owned.



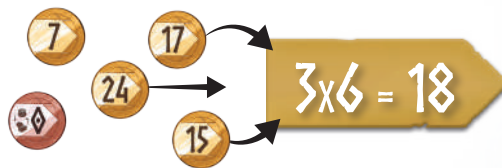
FAFNIR BÁLEYGR

Fafnir Báleygr or *Blazing Eye of Fafnir* is a very ancient artifact that strangely looks like the eyes of the cursed dragon. The corruption that oozes from it can cause the Elvaland who owns it to lose their mind.

After taking possession of it and throughout the game, you can go to the Camp on your turn instead of taking a card from the tavern being resolved if the Elvaland that won the bid did not go.



In the Laughing Goblin Tavern, Serge won the auction with a 10. He decides to take a **Dwarf** card rather than go to **Camp**. Valériane, who has bid an 8 must take a card from the tavern. Céline bid a 3, but has the **FAFNIR BÁLEYGR**. So she can go get a card from the **Camp** rather than one from the tavern, because Serge did not go.



At the end of the game, Valériane has **coins** of value 24, 17, 15, 7 and 0. She therefore adds **18 points** to her **Final Bravery Value**.



VEGVISIR

Symbol of protection and guidance, *Vegvisir* transcends the power of the Explorers.

Immediately place this **Artifact** in the **Explorer** column of your **army**. Its pose can trigger the recruitment of a **Hero** card if it completes a **rank** line.

This **artifact** counts as an **Explorer rank** and adds **13 points** to your **Explorer Bravery Rating**.



SVALINN

Shield synonymous with divine power, protector of the Earth, it adds to the bravery of your Heroes.

At the end of Age 2, when counting points, add to your **Final Bravery Value: 5 points** per **Hero** card in your possession.



$$3 \times 5 = 15$$

Camille has 3 **Hero** cards at the end of the game. He therefore adds **15 points** to her **Final Bravery Value**.



VIDOFNIR & VEDRFÖLNIR

The feathers torn from Vidofnir the rooster and Vedrfölnir the falcon, perched atop Yggdrasil, will give you a great advantage in managing your gold coins.

Immediately reveal the **coins** from your **pouch** and transform one of these **coins** with a **+2** and the other with a **+3** (see **Converting a coin**, basic rules p. 11).

If one of the **coins** on the trade is the **Trading coin** (the **0** or the **Special Hunter 3**) then apply a **+5** transform to the other **coin**.

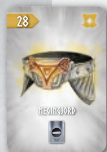
Perform **coin transformations** in any order you want.

Céline reveals the **coins** from her pouch.

There is a **3 coin** and a **2 coin**. She decides to make a transformation to **3 + 3** and takes a **coin** of value **6** and **2 + 2** to take a **coin** of value **5** (because there is no coin of value 4 in the Royal Treasure).



In the event that she revealed a **coin** with a value of **3** and a **Trading coin**, she would have transformed the **coin** with a value of **3** to **+5** to obtain a **coin** with a value of **8**.



MEGINGJORD

The strength belt of the God Thor, lost for years, found then protected by the singular tribe of the nomads will allow you to free yourself from the recruitment of Heroes. The strength of a God accompanies your army!

During the rest of the game, you can no longer recruit a **Hero** card by making **rank** lines. So making **rank** lines has no effect for you.

At the end of Age 2, when counting points, add **28 points** to your **Final Bravery Value**.

Note : ♪JALLARHORN allows you to recruit a **Hero** card if you have MEGINGJORD.

Age 2:



BRISINGAMENS

The Elvaland with the Brisingar necklace, which belonged to the goddess Freyja, becomes irresistible.

Years after Loki stole it, the necklace re-emerged in the wandering caravan.

Immediately look at all the cards in the discard pile and choose two (**Royal Offering** cards and / or **Dwarf** cards). In the order of your choice:

- perform **coin transformation** if you have chosen **Royal Offering** cards.
- place the **Dwarf** cards in your **army**. This can result in a **Hero** card being recruited.

At the end of Age 2, before counting points, discard a **Dwarf** card of your choice from your **army**. This card can be taken anywhere, in any column, but it cannot be a **Hero** card.



Rémi is the lucky owner of BRISINGAMENS. Before the final scoring, he discards a card from his **army**.



MJÖLLNIR

Thor's hammer, the most powerful weapon of the Gods, symbol of protection of the Universe, slayer of Giants, is now yours. Increase the bravery of your troops!

At the end of Age 2, when counting points, add to your **Final Bravery Value: 2 points** per rank in the class of your choice.



During the final scoring, Serge has MJÖLLNIR and 10 **Hunter** ranks. Since this is the column where he has the most **ranks**, he applies the power of the **Artifact** to that column and therefore gains an additional **20 Bravery points**.

HÖFUD

Sword of the god Heimdallr, allowing Warriors to gain a decisive advantage.

Immediately, each other Elvaland chooses and discards a **Warrior card** from their **army**. The discarded card can be any card in the **Warrior** column except a **Hero** card.



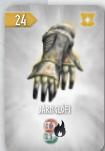
HRAFNMERKI

Odin's own Raven Banner! No one knows how the nomads got their hands on this. Only unfailing wisdom and humility would have enabled them to see it entrusted to them.

At the end of Age 2, when counting points, add to your **Final Bravery Value: 5 points** per **Mercenary** card in your possession.



Céline has 2 **Mercenary** cards at the end of the game. She therefore adds 10 points to her **Final Bravery Value**.



JÁRNLÓFI

Thor's gloves are a great source of bravery, but they put greed to sleep. With their eyes riveted on the battle ahead, gold is of no interest to you.

Immediately discard your **Trading coin (0 or Special Hunter 3)**. Warning ! If this **coin** was placed on an unresolved tavern, your bid will not be present when it is resolved, and you will not take any cards.

At the end of Age 2, when counting points, add **24 points** to your **Final Bravery Value**.



JALLARHORN

Horn of the god Heimdallr, harbinger of Ragnarök and the last war of Nidavellir. At his call, one Hero will stand up to join you.

Immediately recruit a **Hero** card regardless of your **rank** line number. To recruit your next **Hero** card, you will need to validate the golden rule: to have a number of **rank** lines greater than your number of **Hero** cards owned.



Camille takes JALLARHORN and recruits YLUD. At this point in the game, he has no **rank** line in his army. He will therefore need to create 2 of them to be able to recruit a second **Hero** card.



1st rank's line
2nd rank's line

Note 1: JALLARHORN allows you to recruit a **Hero** card if you have MEINGJORD.

Note 2: It is not possible to recruit a **Hero** card if its requirements cannot be respected. For example, it is impossible to recruit DAGDA if you cannot discard two **Dwarf** cards from two different columns.



Mercenary cards

Place them in your **Command Zone**.

At the end of **Age 1**, before the **Distinctions** are awarded, and at the end of **Age 2**, before the final scoring, you must put them in your **army**:

* Each Elvaland announces the number of **Mercenary** cards owned in the **Command Zone**.

The **Mercenary** cards are laid out in descending order, starting with the Elvaland that has the most to the one that has the least.



The Elvaland with the most Mercenary cards in the Command Zone has an advantage!

He or she can decide :

- to place their **Mercenary** cards first, or
- to pass and place their **Mercenary** Cards after the other Elvalands have done so.

Ties are resolved by the value of the **gems** as usual. The highest value wins, but this does not result in a **gem** trade.



* When placing them, you choose the class of the card from the two listed above.

* On your turn, place all of your **Mercenary** cards in any order you want before passing to the next Elvaland in the order of play.

Class tokens

If a column contains just one **Mercenary** card, place a **token of the chosen class** on it to remember it.

You can remove this token when you have added **Dwarf** cards of the corresponding class in this column.



Placing them can trigger a recruitment of **Hero** cards.

If so, stop placing your **Mercenary** cards, recruit a **Hero** card, then resume placing them. Once placed, **Mercenary** cards can no longer be moved.

For any timing questions between the effect of the BRISINGAMEN, the YLUD pose, the THRUÐ removal and the **Mercenaries** pose, see **End of Each Age** p. 24.

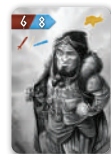
At the end of **Age 1**, Serge has 2 **Mercenary** cards, Céline has 1 **Mercenary** card, Valérie has 1 **Mercenary** card, and Léo has no **Mercenary** cards.



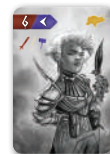
Serge has the choice of placing his **Mercenary** cards first or pass and place them last. He is the only one with this choice. Céline then places her two cards to create a **rank** line and recruit a **Hero** card. Valérie places her **Mercenary** card in the **Hunter**

column to try to steal the **Distinction** from Serge. Léo has no **Mercenary** cards to place. Finally, Serge places his **Mercenary** cards, gains the **Miner** **Distinction** and ties with Valérie on the **Hunter** column so that no one earns this **Distinction**.

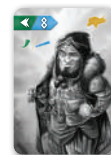
Age 1



Warrior 6
Explorer 8



Warrior 6
Blacksmith



Hunter
Explorer 8



Hunter
Miner 1

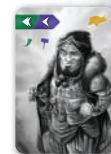


Blacksmith
Miner 1



Warrior 9
Explorer 11

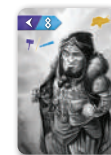
Age 2



Hunter
Blacksmith



Warrior 6
Miner 1



Blacksmith
Explorer 8



Warrior 6
Hunter



Explorer 8
Miner 1



Warrior 9
Explorer 11

Hero Abilities



Cards

Neutral Heroes

Place them in your **Command Zone** unless otherwise stated in their description.



ANDUMIA THE NECROMANCER

Mysterious, haunting and ... disturbing, are the adjectives that come to mind when you first meet Andumia. Her origins are mysterious and there were wild rumors about her, almost as much as they were about Skaa, then it all came to an abrupt halt when her powers appeared.

Waking up the dead, making guts talk and transforming gold coins, that'll shut'em all up!

Andumia will always come in handy for increasing your bravery with a lonely dwarf or increasing your wealth.

Adds **12 points** to your **Final Bravery Value**.

When you recruit her, immediately look at all the cards in the discard pile and keep one (**Royal Offering** card or **Dwarf** card).

- If it is a **Royal Offering** card, its effect is immediately applied, then the card is returned to the discard.
- If it is a **Dwarf** card, place it in your **army**. Its placement can trigger the recruitment of a **Hero** card.



HOLDA THE MINSTREL

Found as a child at the edge of the Thingvellir waterfall, with a lyre by her side, she very quickly developed abilities for music and art in general, reminding people of an ancient legend. The latter tells of the birth of a child, daughter of a dwarf and Bragi, god of poetry and music.

As soon as her fingers touches her lyre, she gives you the bravery you need to follow and help her. It is said that in battle, she can even use her lyre as a weapon! Even if your coin values don't allow you to go to camp, count on her to do it.

Adds **12 points** to your **Final Bravery Value**.

When you recruit her, immediately choose a **Mercenary** or **Artifact** card available at the **Camp**.



KHRAD THE BEGGAR

Exuberant and unique, Khrad likes to show his cowardice or feign madness to deceive anyone in front of him.

Often underestimated, he always manages to get away with it. One could easily forget that he is Queen Dagfid's cousin and Jarika's right-hand man. His arrival at the castle triggers Grid's wrath. Their abilities may seem very close, but the timing and purpose of their use is far from it!

Adds **4 points** to your **Final Bravery Value**.

When you recruit him, immediately add **+1** to your lowest value **coin** (except the **Trading coin**, see **Converting a coin**, basic rules p. 11).



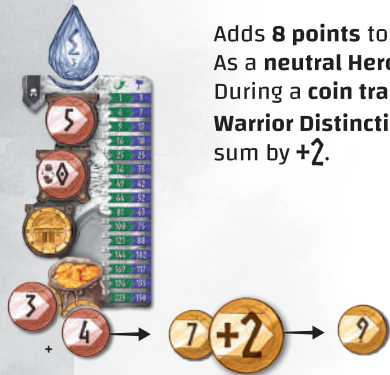
JARIKA THE ROGUE

A highly respected aristocrat, Jarika owes her nickname to her talents as a speaker and a merchant, which has enabled her to significantly increase the wealth of her county. Some even say she might have greater wealth than Grid and Astrid combined! Anyway, if you start talking exchange and trade with her, she will always find a way to come out on top! As in negotiation, her power will increase in strength as the game goes, allowing you to gain a large fortune and recruit the best Dwarfs!

Adds **8 points** to your **Final Bravery Value**.

As a **neutral Hero**, place her in your **Command Zone**.

During a **coin transformation** or a **coin trade (Royal Offering, Warrior Distinction, GRID)**, increase the value of the desired sum by **+2**.



Cécile quickly recruited JARIKA. She then plays her **coin** of value 0. At the end of her turn, she reveals the two **coins** of her pouch: 3 and 4. She discards her **coin** of value 4 and should take a **coin** of value 7 from the **Royal Treasury**. But since she owns JARIKA, she takes a **coin** of value 9 because she adds 2 to the sum of the trade.

Later in the game, Cécile chooses a **Royal Offering +3** card which she applies to her **coin** of value 2. She should therefore take a 5 in the **Royal Treasury**, but she takes a 7 (5 + 2).



OLWYN THE ILLUSIONIST

Artist and entertainer, Olwyn puts his gift of ubiquity at the service of the King. The son of a lifelong wanderer, this family power has developed over generations. Some claim that Thingvellir's water is the cause and that he fell into it when he was a child. Either way, he is an interesting ally on the battlefield.

Usable in many ways, its ghostly doubles can do uncommon things. Try to figure them out.



Adds **9 points** to your **Final Bravery Value**.

When you recruit him, also take his two doubles whose **Bravery value** is 0 and then place each of these cards in two different columns of your choice.

Their placement may result in the recruitment of a **Hero** card. "OLWYN'S DOUBLE" cards are considered **Dwarf** cards of the class in which they are placed and can be destroyed by the powers of DAGDA, BONFUR, BRISINGAMEN, and HÖFUD. They are not considered **Hero** Cards.

If there's no card other than "OLWYN'S DOUBLE" cards in a column, place a **Class token** on it to identify this column.



ZOLKUR THE GREEDY

Formerly guardian of the Royal Treasury, exiled from Nidavellir for trying to scam the King, Zolkur returns to do penance. Not being physically able to face Fafnir's monstrous troops, he offers his greatest powers: scheming and greed. Such great powers require impeccable synchronization. You have to calculate well to max out your gain!

Adds **10 points** to your **Final Bravery Value**.

When you recruit him, immediately place him on the **coins** of your **pouch**. During your next trade, you trade the lower value **coin** instead of the higher as in a standard exchange. Then return ZOLKUR'S card to the **Command Zone**.



Leo recruited ZOLKUR. He reveals his **Trading Coin**, he recruits a card in the tavern being resolved, and then he reveals a 10 and 2 **coins**. So he discards the coin 2 and takes a **coin** of value 12 in the **Royal Treasury**.

GLOSSARY



Exploring the discard of Age 1 and 2 This symbol designates an effect permitting to look at the discard **Dwarf** cards of **Age 1 and 2** in order to take one or more depending on the power activated. The discard of **Age 1 and 2** consists of the **Royal Offering** cards played, the **Dwarf** cards discard by the powers of DAGDA, BONFUR, the BRISINGAMEN'S and, as well as all the untaken and discarded cards from each tavern.

Camp cards are not part of the discard pile that can be explored by this effect. The discard pile is freely available to Elvalands during the game.



Continuous effect This symbol designates an effect that takes place throughout the game when the conditions are met. This symbol is present on JARIKA and on the FAFNIR BÅLEYGR.

• Credits •

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End of each Age



End of Age 1

1. Enlistment of **Mercenaries**

The Elvaland who has the most chooses to place them first or last.

2. YLUD place

3. Troop assessments (Distinctions)



End of Age 2

1. Enlistment of **Mercenaries**

The Elvaland who has the most chooses to place them first or last.

2. YLUD place

3. Departure from THRUÐ

4. Discard power of BRÍSINGAMENS

5. Final scoring

If the placement of a Mercenary card results in a recruitment of Hero cards, proceed with the recruitment before continuing to place the **Mercenary cards.**

If placing YLUD or a **Mercenary** card causes HÖLDA to recruit and you choose a **Mercenary** card in **Camp**, place that **Mercenary** card immediately into your **army**.