



AS YOU TRUDGE BACK TO YOUR CAMP THROUGH THE SNOWS,
YOU CAN SMELL A DISH SIMMERING OVER THE FIRE. YOUR MOUTH
BEGINS TO WATER AT THE RICH ARRAY OF SCENTS THAT WAFTS
TOWARD YOU, WELCOMING YOU HOME.

MEALS & MYTHS

The *Meals & Myths* expansion for *Stonesaga* provides players with a cornucopia of new gameplay elements to spice up an existing or new campaign. Among the new components, the presence of an additional mantle offers a greater character variety and allows *Stonesaga* to be played by up to five players.

Additionally, a new region, home to a formidable new behemoth, waits to be discovered. Two additional foods (honey and eggs) have been added, along with a cooking action that allows the characters to prepare many delicious meals, each offering specialized benefits. Finally, new goals and challenges provide additional quests and an alternative campaign ending.

COMPONENTS



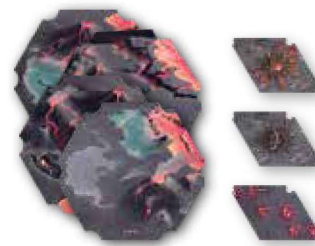
1 Mantle Board + Miniature



1 Behemoth Board + Miniature



1 Terrain Tray



4 Terrain Hexes + 3 Overlays



5 Challenge Cards



2 Event Cards



10 Journey Cards



10 Night Cards



5 Structure Cards



11 Goal Cards



3 Item Cards



2 Card Dividers



5 Mantle Powers



9 Foraging Cards



20 Character Cards



5 Outpost Cards



105 Meal Cards



5 Behemoth Cards



1 Reference Card



1 Knowledge Card



6 Honey Tokens



6 Egg Tokens



5 Energy Tokens



5 Illness Tokens



5 Injury Tokens



4 Boost Tokens



2 Character Tokens



4 Fire Tokens



4 Shelter Tokens



4 Depletion Tokens

USING THIS EXPANSION (SETUP)

PLAYERS CAN INCORPORATE THE ELEMENTS OF THE MEALS & MYTHS EXPANSION AT THE BEGINNING OF A NEW CHALLENGE, EITHER WHEN STARTING A NEW CAMPAIGN OR WHEN CONTINUING AN EXISTING ONE.

WHEN SETTING UP A NEW CHALLENGE, FOLLOW THE INSTRUCTIONS FOR EACH SET OF COMPONENTS, AS PRESENTED BELOW.

CHALLENGE, EVENT & KNOWLEDGE CARDS

If you are adding these components to an ongoing campaign and have completed *Putting Down Roots*, add *Feast for the Ages* (CY01) to your looming challenges.

Otherwise, place all Challenge, Event and Knowledge cards in the supply. The game will instruct players when to put them into play.

GOAL CARDS

All Goal cards are placed in the Goal Card Deck. The game will instruct players when to put them into play.

MANTLE AND MANTLE POWERS

When a new character is created or chosen, players can choose the new Mantle of the Mystic. The corresponding mantle board and miniature function in the same manner as each other mantle board and miniature in the game.

The new mantle powers are placed in the supply of locked mantle powers, and are unlocked, as usual, via in-game effects.

EGGS AND HONEY

Egg and honey tokens are placed in the supply together with every other food token.

MEAL DECK

The deck of meal cards is placed in Card Box B with the Meal Deck divider. Players do not shuffle this deck, and should avoid reading this deck to avoid spoilers.

BEHEMOTH COMPONENTS

The behemoth board, miniature, cards, and overlays are set aside, until a game effect brings them into play.

NEW CARDS FOR EXISTING DECKS

If you are beginning a new campaign, disregard this section. These cards will be added via game effects during play.

If you are not beginning a new campaign add the following cards to the corresponding decks:

- JY01-07 are added to the Journey deck.
- NM01-10 are added to the Night deck.

HEXES

The new hexes for the Volcanic Wastes region are placed set-aside, until they are discovered during the game.

ITEM CARDS

The new Item cards are added to the back of the Item card deck.

STRUCTURE CARDS

The new Structure cards are added to the deck of undesigned Structure cards.

JOURNEY & NIGHT CARDS

Other than the cards specified in New Cards for Existing Decks, the Journey cards and Night cards for this expansion are placed with the Undiscovered cards. They will be added to the Journey or Night deck via game effects.

FORAGING CARDS

The new Foraging cards are placed with the Undiscovered cards.

FIFTH REFERENCE CARD & CHARACTER DIVIDER

The fifth Phase Reference card is placed with the other Phase Reference cards and given it to the fifth player, if applicable. The “Character 5’s Stash” divider card is placed with the other character dividers.

EXPANSION RULES

THE FOLLOWING RULES ARE INTRODUCED OR EXPANDED IN MEALS & MYTHS.

EGGS AND HONEY

Eggs and honey are new foods made available with this expansion, and are represented by egg and honey tokens. These foods are animal products (they are neither meat nor vegetable).

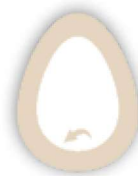
Eggs are a perishable food and thus they have a fresh and a fermented side.

Honey is a unique type of food. It is neither tough nor perishable. Hence, it does not need to be processed before it is used, and it cannot become fermented or be degraded by any effect. After honey is acquired, it remains in a character’s inventory until it is used or discarded.

COOKING

The cook action that allows characters to transform food in their inventory into meals. Meals are represented by Meal cards, and, when consumed, they provide characters with a variety of game effects. **This action is not available until a game effect provides it to the society.**

This activity uses the cooking pot. The cooking pot is printed on the inside of the lid of the *Meals & Myths* box. When cooking, take the box lid and place it in the play area so that the cooking pot is faceup and visible to all players.



Fresh Egg

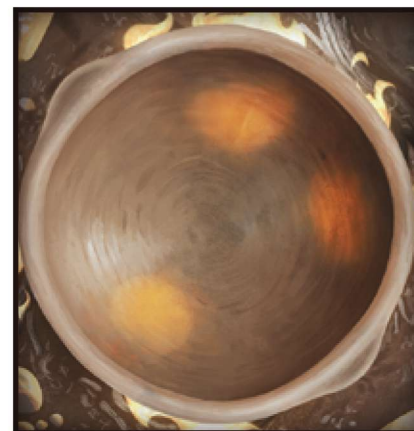




Fermented Egg



Honey Token

Cooking Pot



To perform a cook action, a character must be in a hex containing . Then, that character spends **one energy** () and resolves the following steps in order:

1. Choose Ingredients

The player selects a total of up to two food or water tokens from their inventory to use as ingredients for the meal. Tokens on Meal cards can't be chosen as ingredients this way. These tokens can be any combination of any food and water, but only one copy of a given type of token can be selected in the same cooking action. For example, a character can choose one fish and one mushroom, or one fish and one water, but they cannot select two fish.

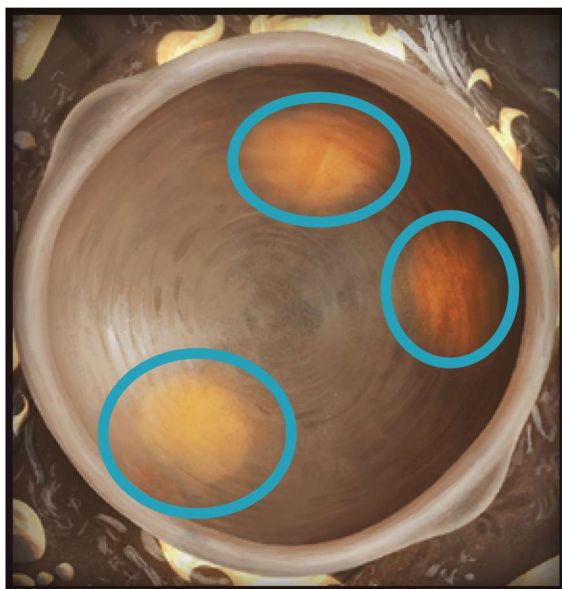
2. Prepare Ingredients

The player whose character is cooking holds the selected ingredients in their hand within a closed fist. Then, the player moves their hand above the cooking pot at a height roughly equal to the distance between their elbow and wrists (about 10 inches). Then, they drop the ingredients from their hand onto the cooking pot. The goal is for the tokens to land inside the cooking pot, without bouncing out of the illustrated pot.

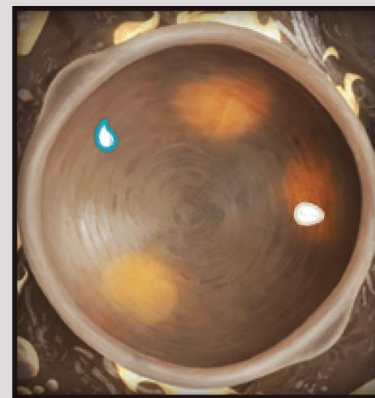
3. Check Ingredients

Any ingredients landing fully inside the cooking pot remain in play, whereas any token that lands fully or partially outside is returned to the supply. An ingredient is considered inside the pot if its entirety is positioned inside the art of the pot itself. For this purpose, the pot's rim and handles are considered successful landing areas since they are part of the art. See the "Checking Ingredients" sidebar for examples.

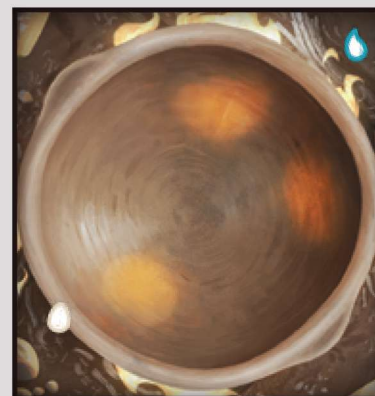
Hot Spots



CHECKING INGREDIENTS



Both ingredients have landed successfully in the pot, and the egg is in a hot spot.



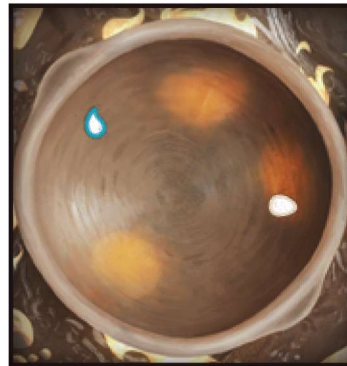
Both ingredients must be discarded.

The cooking pot contains three hot spots. If any part of a token overlaps a hot spot, it provides additional benefits to a successfully cooked meal (see diagram).

4. Determine Meal

Players look now through the Cookbook for the entry matching the combination of food and water tokens that remained in the cooking pot, and follow the instructions there. (It helps to search by meat type first, then vegetable type, then other ingredients.)

When a character gains a Meal card, they place it faceup in their play area. Then, they take food and water token that are in the cooking pot and place them on the newly acquired Meal card to track the number of servings (see "Meal Cards" below). The base number of tokens placed on the card is determined by the Servings listed at the top of the card. For each token taken from a hot spot, take another token from the supply to place it on the Meal card. The number tokens placed on a card this way can exceed the base number of Servings listed on the card.



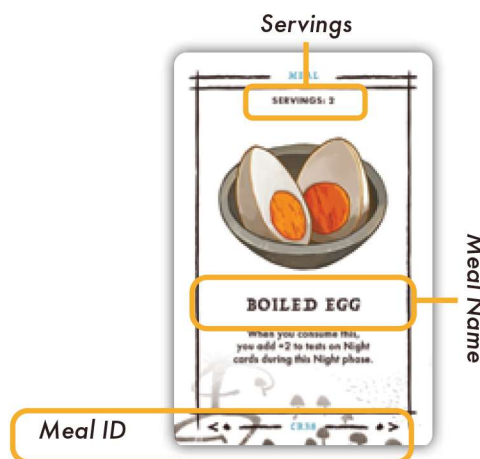
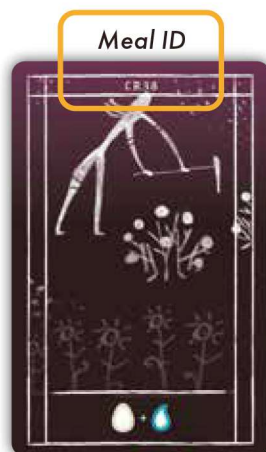
The character makes some boiled eggs. It yields three servings. One for each token in the cooking pot and one additional token for the egg token being on a hot spot.

MEAL CARDS

Meal cards represent prepared and cooked food. Characters can consume meals to stay fed or to resolve a meal's unique effect.

Gaining Meal Cards

A character can gain a Meal card by performing a cooking action (see "Cooking" on page 4). When a game effect instructs a character to gain a Meal card, they place that card in their play area. A Meal card can be identified by its unique name or ID. Its ID is displayed on both sides of the card.



Duplicate Meals

There are two copies of each Meal card in *Meals & Myths*. However, this is not meant to be a limit to how many copies of each Meal card characters can have in play at the same time. If more copies are needed in play, players can place a duplicate Meal card in their play area as a proxy.

After a Meal card is gained, tokens are placed on it as normal for that meal.

Each character can have a maximum of **one** Meal card in play at the same time. Meal cards are not items, so they do not occupy an item slot in a character's inventory, although a meal possessed by a character is considered to be in their inventory. If a character gains a Meal card, but already has one, they can choose to discard their current Meal card and gain the new one. Otherwise, the new Meal card is returned to the Meal deck.

Whenever two characters can exchange food or water (such as during an Exchange action), they can also exchange Meal cards in the same way as food or water tokens. Additionally, when a character would gain a Meal card, they can allow another character in their hex to gain that Meal card instead.

When a Meal card is discarded or exchanged, any tokens on that Meal card are returned to the supply or exchanged along with the card, respectively.

Consuming Meal Cards

A character can consume a meal during the Recover step of any night phase. When a meal is consumed this way, a serving is discarded from that Meal card, its special effect is resolved, and the character is fed. If a water token is discarded from a Meal card this way, the character is still fed, not hydrated.

When a character consumes a meal, they discard one of the food or water tokens on the Meal card. After consuming a meal, if there are no food or water tokens remaining on a Meal card, that card is returned to the Meal deck.

Food and water tokens on a Meal card are only used to track the number of servings remaining on that meal. They do not function as food or water tokens for any other purpose. These tokens do not degrade, cannot be spent as food or water tokens, and are not part of a character's inventory. Furthermore, a water token is not treated as water, even if consumed during the Recover step of a night phase.



Effect

FIVE-CHARACTER GAMES

The Mantle of the Mystic, included in this expansion, allows players to play a game of *Stonesaga* with up to 5 characters at the same time. This allows up to 5 players to play simultaneously, or for fewer than 5 players to control a total of 5 characters. For 5-character games, use the energy track and health track rules for a four-character game. For each other in-game effect, the number of characters is counted as normal.

BEHEMOTH

This expansion includes an additional behemoth (BH4). This behemoth and all of its components are set aside until a game effect causes the behemoth to arrive in the valley.



ACTIVE / INACTIVE

An edge with a Behemoth Lair is **obstructed**.

**ACTIVE****INACTIVE****ACTIVE**

An edge with this overlay is **impassable**.

 tokens in this hex do not degrade and cannot be removed.

At the start of each day, each character here degrades each of their .

At the start of each challenge, if the interval is a Generation or Epoch, flip this overlay.

Actions

None.

**INACTIVE**

An edge with this overlay is **obstructed**.

Actions

Forage (Prairie), if you gain 1 or more bonus resources, gain  to one attribute.


**VOLCANIC WASTES**

The Volcanic Wastes are a harsh land of ash and flame. This section includes terrain rules for terrain features found in the Volcanic Wastes.

Lava Flows

Lava flows are a terrain feature that exist in the Volcanic Wastes.

When a hex containing a lava flow feature is explored, place a fire token in that hex. Fire tokens in a hex containing a lava flow do not degrade and cannot be removed.

An edge of a hex with an overlapping lava flow feature is **obstructed**. When a character resolves an Arduous Journey, if they crossed an edge obstructed this way, they suffer a minor injury () in addition to any other effect.

*Lava Flows***Other Terrain**

Other terrain features found in this region include caves, chasms, dried flats, lakes, and mountains (see below). Those not described above function in the same manner as these features in other regions.

*Cave**Chasm**Dried Flats**Lake**Mountain*