

YOU CREEP THROUGH THE GNARLED GLADE, SPEAR IN YOUR HAND AND HUNGER IN YOUR BELLY. SCRATCH-MARKS ON THE ROOTS FROM HARD HOOVES REVEAL THE PASSAGE OF YOUR PREY. SUDDENLY, FROM AHEAD, YOU HEAR A LOW, CHATTERING ROAR. YOU ARE NOT THE ONLY HUNTER IN THE TANGLE TODAY...



NATURE OF THE BEAST

The *Nature of the Beast* expansion for *Stonesaga* provides players with exciting new gameplay options to expand the core experience. The most notable new feature coming with this expansion is the addition of a plethora of creatures to meet and befriend within the valley.

The valley has also been expanded with a new region, the Tangle, which includes a dedicated new Foraging deck. Players can use this region either as an alternative starting region and as a region that can be discovered during their campaign. Furthermore, new goals and challenges provide additional quests and an alternative campaign ending.

COMPONENTS



6 Companion Boards + Miniatures



3 Terrain Trays



10 Terrain Hexes



6 Mantle Powers



10 Journey Cards



10 Night Cards



5 Structure Cards



18 Goal Cards



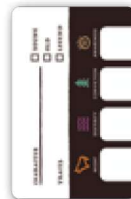
5 Challenge Cards



2 Event Cards



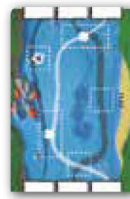
20 Foraging Cards



20 Character Cards



5 Outpost Cards



1 Fishing Card



1 Delving Card



1 Behemoth Card



1 Card Divider



1 Knowledge Card

USING THIS EXPANSION (SET UP)

PLAYERS CAN INCORPORATE THE ELEMENTS OF THE NATURE OF THE BEAST 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 TO THE RIGHT.

CHALLENGES, EVENT, & KNOWLEDGE CARDS

All Challenge, Event, and Knowledge cards are placed in the supply.

ANIMAL COMPANIONS

The animal companion boards are set aside until a game effect brings them into play.

HEXES

If you are beginning a new campaign in the new region, follow step 7 (Create Map) in the setup rules included in the core set, using the Tangle as the starting region instead. Otherwise, the hexes for the Tangle region are placed set-aside, until they are discovered during the game.

Additionally, when resolving the Goal cards *Learn to Fish* (GI02) and *Gather Water* (GI05), do so at the wetland in hex TT01 (rather than at a lake, as listed on those cards).

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:

- FF15 is added to the Forest Foraging deck.
- FP15 is added to the Prairie Foraging deck.
- DN01 is added to the Delving deck.
- PV11 is added to the Fishing deck.
- JN01-04 are added to the Journey deck.
- NX01-07 are added to the Night deck.

GLADE FORAGING CARDS

Gather cards FT01-FT12 to create the Foraging deck for the Glade Foraging Deck (used for the Tangle region). Place these cards in Card Box A with the Glade Foraging Deck divider. Place all other Glade Foraging cards with the Undiscovered cards. During the game, characters can forage in a glade on a Tangle region hex, and use this deck while performing that forage action.

MANTLE POWERS

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

STRUCTURE CARDS

The new Structure cards are added to the deck of undesignated Structures cards

JOURNEY & NIGHT CARDS

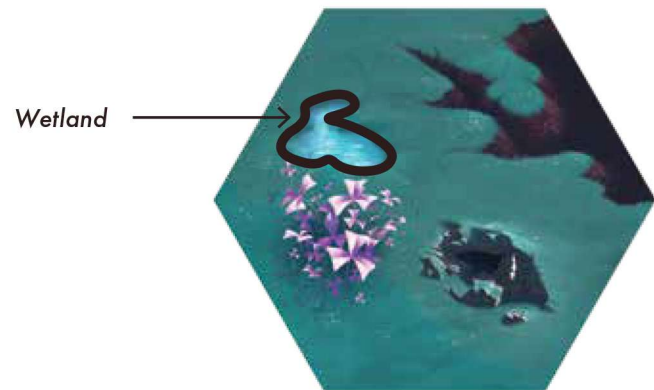
Other than the cards specified in New Cards for Existing Decks, the Journey cards and Night cards for this expansion are placed with the Undiscovered cards. They will be added to the Journey or Night deck via game effects.

GOAL CARDS

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

BEHEMOTH CARD

The new Behemoth card is placed with the other Behemoth cards.



Starting Hex

EXPANSION RULES

THE FOLLOWING RULES ARE INTRODUCED OR EXPANDED IN NATURE OF THE BEAST.

ANIMAL COMPANIONS

The *Stonesaga* core set included an animal companion that players might have befriended during their campaign or started with when playing a solo game. The *Nature of the Beast* expansion introduces even more animal companions into the game.

All rules for animal companions presented on page 89 of the *Stonesaga* core set Rulebook apply also to animal companions introduced in this expansion. In addition, rules unique to the animal companions included in this expansion are presented below.

Companion Inventory

Some animal companions introduced in this expansion present inventory slots on their board of smaller dimensions than those found in the core set. The small slots can hold both food and water tokens, as usual, but they cannot hold a material token that doesn't fit within those slots. If such a token is to be added to that animal companion, it has to be added to their bonded character's inventory instead.



Standard Inventory Slot



Small Inventory Slot

THE TANGLE

The Tangle is an ethereal domain of knotted roots and titanic flowers. The following features can be found within it.

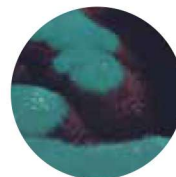
Glades

Glades are a terrain feature unique to the Tangle. A character in a hex containing a glade feature can perform a foraging action, using the Glade Foraging deck.

An edge of a hex with an overlapping glade feature is **obstructed**.



Cave



Chasm



Dried Flats



Glade

Sprawling Roots

Sprawling roots are a terrain feature unique to the Tangle. The sprawling roots usually appear among other terrain that obstructs movement. They have no intrinsic effect, but if you spend time exploring the Tangle, you may find a way to interact with them.



Lake



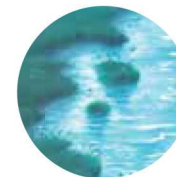
Moraine



River



Sprawling Roots



Wetlands

If only one edge is overlapped by the sprawling roots feature, then other terrain features overlapping either edge may still cause the path to be obstructed.

Other Terrain

Other terrain features found in this region include caves, chasms, dried flats, lakes, moraines, rivers, and wetlands. Those not described above function in the same manner as these features in other regions.