AEG

John D Clair

Edge of Darkness

Cliffs of Coldharbor

CREDITS

DESIGNER NOTE: *Edge of Darkness* was a long design process and many folks played multiple iterations of the game. I want to send an enormous thanks to these awesome folks for their time, feedback, and invaluable contribution. These are folks who playtested several times and/or had significant suggestions or contributions to *Edge of Darkness* and other game design efforts that influenced Edge.

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Designer: John D Clair

Director of Projects: Nicolas Bongiu

Production: David Lepore

Development Lead: Nicolas Bongiu

Art Direction: Brett Satkowiak

Graphic Design: Alayna Danner and Brigette Indelicato.

Story: Brett Satkowiak

Rules: John D Clair

Editing: Nicolas Bongiu

Proofreading: Ryan Dancey, Kaz Nyborg-Andersen, Mark Wootton and Erik Yaple.

Art:
Jeff Brown, Martin de Diego Sadaba, Guillaume Ducos, Andre Garcia, Gong Studios, Dani Hartel, Carlos NCT, Mirco Paganessi, Ramon Puasa, Jr., Radial Studio and Isuardi Therianto.

Playtest:
Maryne Blanchetière, Nicolas Bongiu, Stéphane Bogard, Vincent Carassus, Ryan Dancey, Didier Fontana, Mark Harbison, Kyle Huibers, Neil Kimball, Jean Le Bail, Mike McDonald, Kaz Nyborg-Andersen, Taylor Shuss, Rob Watkins, Mark Wootton, and John Zinser.

EDGE OF DARKNESS ™

A game by John D Clair for 1-4 players, ages 14+

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COMPONENTS

Your game of *Edge of Darkness Cliffs of Coldharbor* should include the following. If it does not, contact customerservice@alderac.com for assistance.

- 12 Location boards
- 82 Card advancements
- 12 Randomizers
- 1 Player Handbook

INTRODUCTION

This city will be a beacon in the snow, pushing back the cold with a fire that can come only from the spirit and determination born from Humanity's collective heart. We have claimed this land and its treasure for the Realm, and from it, we will carve the miraculous from the mountains and build a harbor to extend our reach to parts unknown. Let this city be a testament, a promise, that Humanity will not be driven back or torn down by either the forces of nature, or the enemies of the King. Let them see our light and know … Coldharbor will stand forever!

- Harek Grimvaldsson, first Viceroy of Coldharbor, the Second Age

Welcome to the Player's Handbook, your definitive guide to the locations of the city of Coldharbor, and to your games of Edge of Darkness using this expansion. Information contained herein is broken down into three primary sections:

- The first section offers one story-based setup, called "Tale". This Tale plays out over several games, called "Chapters", and offer a more thematic way to explore the Cliffs of Coldharbor over a series of consecutive varied setups.
- The second section offers 4 additional stand-alone balanced setups.
- The final section runs through detailed clarifications for all the locations and advancements available in *Cliffs of Coldharbor.* Use this section as needed to clarify abilities and effects as you encounter them.

Tale: Cracks in the Ice

The High Council in Aegis is at a standstill. Each member is vying for the Chancellor seat following Marks' assassination, with the Guilds seizing every opportunity to tip the scales in their favor. In the absence of any decisive leadership from the top, the Senate is desperately trying to hold the city together, and with it the Realm. Perhaps by strengthening the connections between the city-states of the Realm, they can find a way back to peace, starting with the city of Coldharbor.

Chapter 1: A Frosty Welcome

DIFFICULTY: LOW
COMPLEXITY: HIGH

The Senate in Aegis has sent an envoy to Coldharbor with representatives of the Guilds in an effort to bring old voices back into the conversation. But change comes slow to the great northern city. It lies deep in the mountains, isolating it from the rest of the Realm. Despite the fact that the Realm hasn't had a king in over a century, Coldharbor's leader is still called 'Viceroy,' a vestige of an age long departed.

The arrival of Aegis' delegation brings both life and tension to the city, as all are wondering what portents they bring. The docks and pathways of the region spring to life at the prospect of renewed trade connections, especially with Dunestar. But the news of the Chancellor's death is deeply troubling, and the envoy's arrival is met with great hesitation and skepticism, considering how infrequently the residents of Aegis ever travel to Coldharbor's frigid climate.

Nevertheless, the city's elite are determined to grasp this opportunity for a seat at the table in determining the Realm's future.

In all the commotion, few notice as a deep Chill blows in.

Use locations 2, 6, 30, 41, 43, 46, 53, 54, 56 and 59.

You may replace Gates of Dunestar, Beacon of Light and The Scale by Watchtowers, Monument Park and Almshouse respectively if you do not own Sands of Dunestar.

Chapter 2: A Chilling Truth

A contingent of soldiers from one of the border tower regions has arrived in Coldharbor on official orders from the Citadel. The problem is that no such order was ever given. As the troops are making preparations for the long journey through the mountains back to their post, a pair of messengers arrive separately with news.

A worker from the mine brings word of an attack on one of the refineries. Large amounts of the mystical elixir pulled from the icy mountains, the lifeblood of Coldharbor and their essential contribution to the rest of the Realm, were stolen, workers were murdered, equipment destroyed, and all operations were brought to a halt.

Alis Evinsdottir, a shadowy woman who travels the lesser known paths of the region, follows the miner into the Citadel's great hall with news of her own. One of the border towers has fallen, and agents of the Chill, an insidious monstrous force that threatens Coldharbor, have emerged -- shades, trolls, and other twisted creatures. These beasts were responsible for the attack on the mine, and they have set their sights on the city.

Can the Guilds help defend Coldharbor from the icy foe that seeks its destruction? Can they secure the mine and bring the city's economy back from the brink? Can they rout the Chill's forces from the region before any more damage is done?

Use locations 2, 9, 27, 41, 43, 52, 54, 57, 59 and 61.
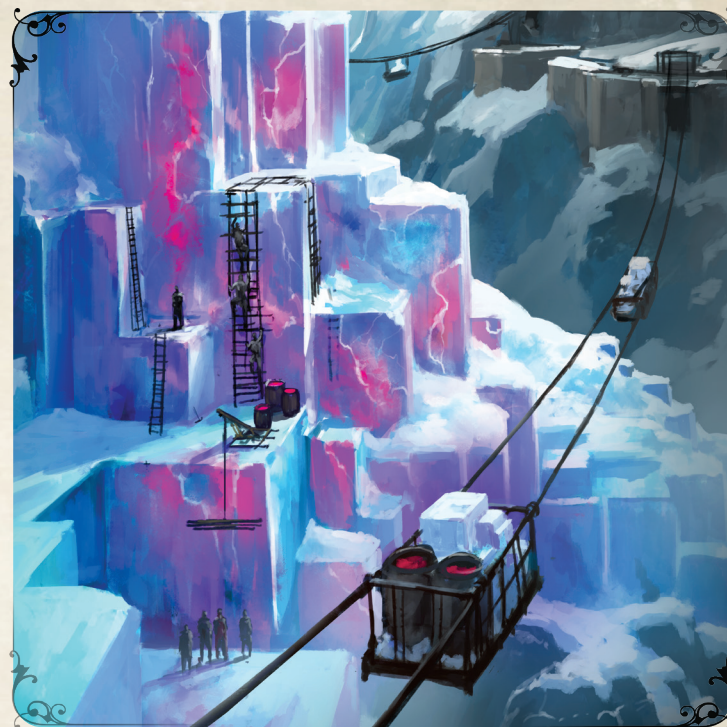
You may replace Beacon of Light and The Scale by Monument Park and Almshouse respectively if you do not own Sands of Dunestar.

Chapter 3: The Blustery Wind

In the wake of the attack, there is dissent in the Citadel as the Guilds take this opportunity to deepen ties in Coldharbor, working to bring the city back to peace. To that end, they have attempted to bolster the city's forces by enlisting help from other locations throughout the Realm. Warriors and scholars from cities far and wide are discovering how their northern counterparts survive in the bitter cold.

However, there is dissent among the locals. A segment of the populace has gathered in the streets, led by esteemed Northstone professor, Altani Xuefang, arguing that Viceroy Boisen and his cabinet are unfit to lead. Drawing on history and a dissatisfaction born out from a life spent in the harshest of environments, the movement longs for an era gone by … the days of the Wizard King, before the Guilds' rise to prominence at all.

Such rumblings aren't new; they seem to crop up from time to time when hardship falls, and voices, especially those of the Academy, hearken back to the more blessed days of yore. But something about this movement is more sinister, as the cries seem to ground the answer within the problem itself … perhaps the Chill holds the answers to riddles the Guilds cannot solve.

Use locations 9, 13, 16, 17, 39, 50, 51, 58, 60 and 61.

You may replace Sandslayer Encampment and Rattlesnake Hideout by Ranger's Outpost and Fairgrounds respectively if you do not own Sands of Dunestar.

Chaos has descended upon Coldharbor! The protests against the Viceroy have become increasingly violent, demanding that ambassadors of the Realm be sent to meet with the shadowy agents of the Chill outside their borders. Trade for the city's goods among the other cities has become strained at best.

In the midst of all the disorder, strange stories have begun to waft through the streets. Rumors of a dark figure lurking in the moonlight of the Mud District lead to reports of people gone missing. Rampaging trolls have been hitting the border forces more frequently, straining their defenses. There are even whispers that the Crone, a somewhat mythical figure among the Aegisian soldiers common to the Forsaken Lands, has been seen wandering the mountain passes.

But that does not mean Coldharbor is without hope. There is a reclusive community on an island in the city's bay. They withdrew there years ago out of concern that the Chill had become corrupting influence upon the city itself, rather than just a threat from the mountains. Many took their actions for misguided lunacy, but with all that's happened recently, that message has found a new voice. Hiran Strande, one of Shorehollow's more vocal leaders, has been summoned to the Citadel for a meeting with Guilds' leaders. Can these ideas prove to be the catalyst for true change that Coldharbor needs? Or has the enemy already claimed a decisive victory over this crucial ally?

Use locations 3, 4, 8, 20, 27, 30, 42, 56, 57 and 59.

You may replace Mahj Kennels by Grand Library if you do not own Sands of Dunestar.

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Recommended Setups

This section includes a number of recommended setups if you are looking for already curated sets. That said, not all of these sets will necessarily be "balanced".

For example, some of them may cause a fairly tight game in regards to Coin while others may have the ability to get lots of Coin. It will be up to the players to identify and determine the best way to exploit or deal with the imbalance.
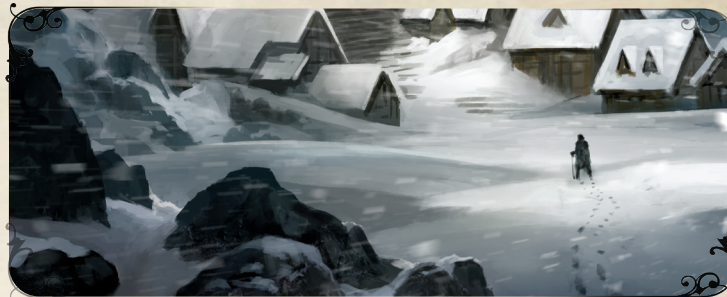
Cultural Exchanges

DIFFICULTY: HIGH   **COMPLEXITY: MODERATE**
                                                    COMBATIVE

You may replace Shorehollow Isle by Harbor if you do not want a Combative setup.

5	Hunters' Guildhall
9	Fairhollow Academy
16	Riverhollow, Fishing Town
19	Explorers' Society
20	Fairgrounds

51	Coldharbor Citadel
55	Mud District
58	Border Towers
60	Coldharbor Homesteads
62	Shorehollow Isle

Stretched Thin

DIFFICULTY: MODERATE   **COMPLEXITY: HIGH**
                                                    COMBATIVE

You may replace Shorehollow Isle by Harbor if you do not want a Combative setup.

51	Coldharbor Citadel
52	Coldharbor Barracks
53	Northstone Academy
54	Chasm Road
56	Break Point Bluffs

58	Border Towers
59	Coldharbor Docks
60	Coldharbor Homesteads
61	Coldhollow, Northmost Town
62	Shorehollow Isle

Heeding the Call

DIFFICULTY: HIGH　　　　　**COMPLEXITY: HIGH**
　　　　　　　　　　　　　　　　　　　　COMBATIVE

You must own Sands of Dunestar to play this setup.

- 7 War Council
- 18 City Treasury
- 34 Labor Exchange
- 38 Embassy of Dunestar
- 40 The Pits

- 47 Debtors' Prison
- 58 Border Towers
- 60 Coldharbor Homesteads
- 61 Coldhollow, Northmost Town
- 62 Shorehollow Isle

On Every Front

DIFFICULTY: LOW　　　　　　　**COMPLEXITY: HIGH**

- 51 Coldharbor Citadel
- 52 Coldharbor Barracks
- 53 Northstone Academy
- 54 Chasm Road
- 55 Mud District

- 56 Break Point Bluffs
- 57 Ice Hills Mine
- 58 Border Towers
- 59 Coldharbor Docks
- 61 Coldhollow, Northmost Town

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LOCATIONS AND ADVANCEMENTS CLARIFICATIONS

This section contains all the locations and corresponding advancements in *Cliffs of Coldharbor*, with their abilities and effect(s) clarified.

Coldharbor Citadel

This location has a start of round ability.

In the case of the Coldharbor Citadel, it means that at the start of every odd-numbered round (1,3,5 and 7), a 🛡 is placed on top of each stack of advancements that still contains at least one advancement.

When a player chooses to sleeve an advancement from any stack, they get the 🛡 on that stack and add it to their coffers.

Art by Jeff Brown.

This contact has one effect.

When you resolve it , pay 10 🪙 to claim Allegiance of a Neutral card in the tower or in your hand, gain 🛡 and 4 🪙.

Remember that you must have the requisite amount of 🪙 to pay the effect's cost, so while the Councellor to the Viceroy gives you 4 🪙 back, you must have the 10 🪙 in your coffers to resolve the effect in the first place.

There are 3 middle and 3 bottom advancements with this contact.

Art by Dani Hartel.

This threat has a reactive effect: when you reveal it, its owner gains 🔷.

This threat contributes 2 ⚔ to the total ⚔ of the card it is sleeved in.

This threat has two rewards. When you defeat it, you may choose either, but not both:

- Gain 🛡,
- OR dispatch 2 🏃 to location of your choice.

There are 3 middle and 3 bottom advancements with this threat.

Art by Ramon Puasa, Jr.

Coldharbor Barracks

This location has a start of round ability.

In the case of the Coldharbor Barracks, it means that at the start of each round, each player may dispatch 🏃 to the Coldharbor Barracks.

Art by Jeff Brown.

This contact has two effects.

When you resolve it, you may resolve either, or both of them:

- Dispatch 🏃 to the Coldharbor Barracks at no cost,
- AND/OR return 4 🏃 to your Trained Agents pool to ✴ at any point this turn.

You do not have to ✴ immediately when you use this effect, you may do so later in the turn after resolving other effects or using other abilities.

There are 4 middle and 4 bottom advancements with this contact.

Art by Andre Garcia.
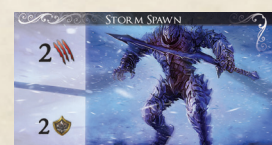
This threat contributes 2 ⚔ to the total ⚔ of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 2 🛡.

There are 4 middle and 4 bottom advancements with this threat.

Art by Ramon Puasa, Jr.

Northstone Academy

On your turn, you may move one of your 🧍 from any location to the Northstone Academy. You cannot move an 🧍 from your Trained Agents pool to the Northstone Academy, only from another Location Board.

Art by Jeff Brown.

This contact has two effects.

You may resolve either but not both:
- Dispatch up to 3 🧍 to the Northstone Academy at no cost,
- OR Return 2 🧍 from the Northstone Academy to your Trained Agents pool to 🛡.

There are 4 middle and 4 bottom advancements with this contact.

Art by Guillaume Ducos.

This threat contributes 2 🩸 to the total 🩸 of the card it is sleeved in.

This threat has two rewards. When you defeat it, you may choose either but not both:
- Gain 🛡,
- OR 🧍

There are 4 middle and 4 bottom advancements with this threat.

Art by Isuardi Therianto.

Chasm Road

This location has no ability.

You will not be dispatching 🧍 to the Chasm Road. It is possible to dispatch one or more 🧍 here resolving effects that can "dispatch 🧍 anywhere", but generally there will not be a benefit to do so.

Art by Jeff Brown.
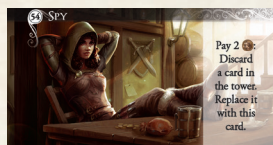
This contact has one effect.

When you resolve it, pay 2🪙 to discard a card in the tower and replace it with the card on which Spy is sleeved.

Note that you can replace a Neutral card, your card or any other player's card. If you discard your card or another player's card, then that card goes to your or their Guild Hall, respectively

There are 4 middle and 4 bottom advancements with this contact.

Art by Mirco Paganessi.

This threat does not contributes 🩸 to the total 🩸 of the card it is sleeved in, nor does it give you a reward when it is defeated.

It, however, has an ongoing effect: While it is in the tower, the owner of the card it is sleeved in has +2⚔ when ⚜.

There are 4 middle and 4 bottom advancements with this threat.

Art by Mirco Paganessi.

Mud District

This location has no ability.

The associated contact's effect (Gang Boss) will be doing all the dispatching and returning of 🧍 to and from the Mud District.

Art by Jeff Brown.

This contact has two effects.

You may resolve either, but not both.
- Dispatch up to 3🧍 to the Mud District at no cost,
- OR return 1🧍 from the Mud District to your Trained Agents pool to gain 2 ⚔.

Remember, ⚔ is only useful when you 💥. So, if you aren't hunting threats this turn, this effect will not be useful to you.

There are 3 middle and 3 bottom advancements with this contact.

Art by Ramon Puasa, Jr.

This threat contributes 2 🗡 to the total 🗡 of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 3 💎 and 🛡.

This threat has an ongoing effect. While it is in the tower, it has -2 🗡 when the owner of the card is 💥.

There are 3 middle and 3 bottom advancements with this threat.

Art by Guillaume Ducos.

Break Point Bluffs

This location has two distinct abilities.

The first one is a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Break Point Bluffs, the condition is:
- If you sleeve a Smuggler contact.

When the condition is met, you must move down 1 space on your own Defense track.

The second one is a start of the round ability.

In the case of the Break Point Bluffs, it means that at the start of each round, 3🪙 are placed on this location, and 🪙 added for each player still in the game. These 🪙 are taken from the coffers.

For example, in a 4-player game, if the Carnival of Shadows player is starting the round, they add 7🪙 to the Break Point Bluffs at the start of the round (3 plus 1 for each of the 4 players in the game)

Art by Jeff Brown.
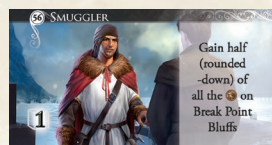
This contact has one effect.

When you resolve it, gain half (rounded down) the amount of 🪙 on the Break Point Bluffs.

For example, if you resolve the effect of Smuggler and there are 3🪙 on the Break Point Bluffs, you get 🪙. However, if there are 4🪙 there, you get 2🪙.

There are 3 middle and 3 bottom advancements with this contact.

Art by Gong Studios.
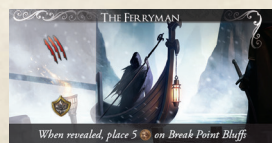
This threat has a reactive effect: when it is revealed, place 5🪙 on the Break Point Bluffs.

This threat contributes 🗡 to the total 🗡 of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 🪙.

There are 3 middle and 3 bottom advancements with this threat.

Art by Gong Studios.

Ice Hills Mine

This location has an ongoing ability. These abilities are often powerful but generally very 👤 intensive.

In the case of the Ice Hills Mine, it means that at the start of each round, place 2 🪙 under each 👤 at the Ice Hills Mine, from the Coffers.

Art by Jeff Brown.

This contact has two effects.

You may resolve either, or both of them:
- Dispatch 👤 to the Ice Hills Mine at no cost,
- AND/OR return 1 or more 👤 from the Ice Hills Mine to your Trained Agents pool to gain all the 🪙 that were placed under the 👤 that were returned.

For example, you have 3👤 at the Ice HIlls Mine, 2 of which have 2🪙 under them and one has 4 🪙. If you return the 👤 with 4 🪙, then you gain those 4🪙. However, if you return all 3👤, you would gain all 8 🪙 under the 3 agents.

There are 3 middle and 3 bottom advancements with this contact.

Art by Carlos NCT.

This threat has a reactive effect. When it attacks a player, that player may pay 8🪙 to reduce the 🗡 of that threat against them to 0. This means they would successfully defend against the treat and gain 👑.

Note that the reduction of 🗡 only affects the player that paid 8🪙. If the threat is attacking multiple players, then each of them have the option to pay 8🪙 and those who do reduce the 🗡. Those who don't are attacked by the threat at full 🗡.

This threat contributes 2 🗡 to the total 🗡 of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 2 🛡.

There are 3 middle and 3 bottom advancements with this threat.

Art by Guillaume Ducos.
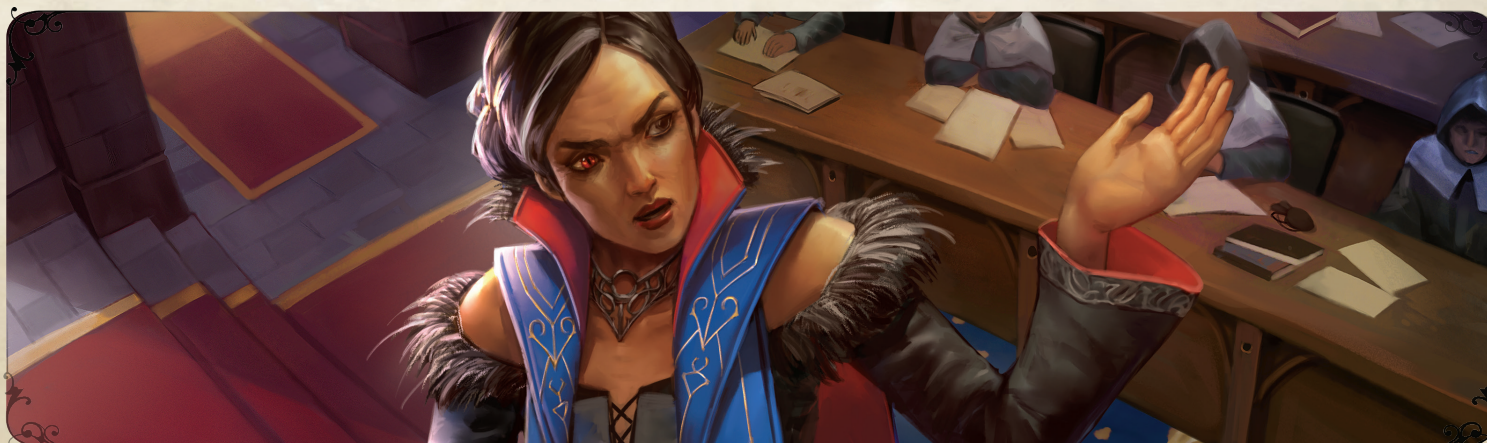
Border Towers

This location has two distinct abilities.
- You may use the first one exactly once, during your Action Phase. When you do, you may dispatch 👤 to the Border Towers.
- The second one is a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Border Towers, the condition is:
- When a threat attacks you.

When the condition is met, (even if it is not your turn) you may return 0 or more 👤 from the Border Towers to your Trained Agents pool and remove 1 or more of your colored 🔲 from the Border Towers (these cubes are placed with the other discarded cubes). For each 👤 returned or 🔲 removed, that threat gets -1 🗡.

For example, you have 2👤 and 3🔲 at the Border Towers when you get attacked by a 4 🗡 threat. You can return 1👤 and remove 3 🔲 or 2👤 and 2🔲 to reduce the 🗡 to 0 and successfully defend against it. Because you successfully defended, you gain 🛡.

Another example. You still have 2👤 and 3🔲 at the Border Towers when you get attacked by a 2 🗡 threat and a 3 🗡 threat. You can return 0👤 and remove 2🔲 to successfully defend against the first threat and then you can return 2 👤 and remove🔲 to successfully defend against the second threat. Because you successfully defended twice, you gain 2 🛡.

Art by Jeff Brown.

This contact has two effects.

You may resolve either, or both of them:
- Dispatch 👤 to the Border Towers at no cost,
- AND/OR remove 🔲 from the tower or a Threat Zone and place it on the Border Towers.

There are 3 middle and 3 bottom advancements with this contact.

Art by Carlos NCT.

This threat contributes 4 🗡 to the total 🗡 of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 3 🛡.

This threat has an ongoing effect. If you defeated a different threat this turn, Ice Troll gets -3 🗡 until the end of the turn. As a result, it contributes only 🗡 to the total 🗡 of the card it is sleeved in. For example, if you ⚔ and defeat another threat, if Ice Troll is on a different threat card, it now gets -3 🗡 so if you have enough ⚔ still left, you could now also defeat the Ice Troll card more easily.

There are 3 middle and 3 bottom advancements with this threat.

Art by Guillaume Ducos.

Coldharbor Docks

This location uses a new layout and a new way to dispatch 🧍 to it.

Once each turn, you may dispatch 🧍 to the Coldharbor Docks and assign them specifically to an ability slot. You may not assign 🧍 to an ability that already has 🧍 assigned to it or if you had 🧍 assigned there at the start of your turn.   If you use an effect that lets you dispatch or move agents "anywhere" they may be moved to this location, but they are not placed on one of the 6 actions slots, they do not activate any of those actions, and do not block any of those slots; they are just on the location and do nothing.

This location has six abilities. Each ability can only be used once per turn:
- Pay 7 🪙 to claim Allegiance of a Neutral card in your hand,
- Pay 5 🪙 to 🗡,
- Pay 5 🪙 to ✴,
- Pay 3 🪙 to gain 2 ⚔,
- Pay 2 🪙 to draw a card,
- Exchange any amount of 🪙 for 🔷 or any amount of 🔷 for 🪙.

Remember, ⚔ is only useful when you ✴. So, if you aren't hunting threats this turn, the fourth ability will not be useful to you.

Note, you only get the ability the turn you place an 🧍 there. For example, you have 🧍 already on the fourth ability from a prior turn (gain 2 ⚔, and you dispatch 🧍 to the Coldharbor Docks to the third ability slot (pay 5 🪙 to ✴). In this case you don't also get to use the gain 2 ⚔ from the other ability this turn, since that 🧍 was placed their on a prior turn.

Art by Jeff Brown.

This contact has two effects.

You may resolve either, or both of them:
- Gain 🪙,
- AND/OR return 🧍 from the Coldharbor Docks to your Trained Agents pool.

There are 3 middle and 3 bottom advancements with this contact.

Art by Radial Studio.

This threat has a reactive effect: when it is revealed, all players return their 🧍 from the Coldharbor Docks to their respective Trained Agents pools.

This threat contributes 3 🗡🗡🗡 to the total 🗡🗡🗡 of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 3 🛡.

There are 3 middle and 3 bottom advancements with this threat.

Art by Martin de Diego Sadaba.

Coldharbor Homesteads

This location uses a new layout and a new way to dispatch ♟ to it.

Once each turn, you may dispatch ♟ to the Coldharbor Homesteads and assign them specifically to an ability slot. You may not assign ♟ to an ability that already has ♟ assigned to it or if you had ♟ assigned there at the start of your turn. If you use an effect that lets you dispatch or move agents "anywhere" they may be moved to this location, but they are not placed on one of the 6 actions slots, they do not activate any of those actions, and do not block any of those slots; they are just on the location and do nothing.

This location has six abilities. Each ability can only be used once per turn:
- Pay 7 🪙 to have other players give you 🛡 each or move them down 1 space on their respective Defense Track,
- Pay 4 🪙 to ✴,
- Pay 3 🪙 to gain 2 ⚔,
- Pay 2 🪙 to gain 3 🪙,
- Pay 🪙 to gain 🛡,
- Gain ⚔.

Remember, ⚔ is only useful when you ✴. So, if you aren't hunting threats this turn, the third and sixth abilities will not be useful to you.

Note, you only get the ability the turn you place an ♟ there. For example, you have ♟ already on the sixth ability from a prior turn (gain ⚔), and you dispatch ♟ to the Coldharbor Homesteads to the second ability slot (pay 4 🪙 to ✴). In this case you don't also get to use the gain ⚔ from the other ability this turn, since that ♟ was placed their on a prior turn.

Art by Jeff Brown.
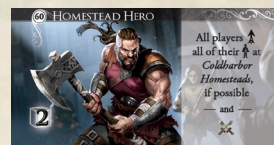
This contact has two effects.

If you resolve one, you must resolve the other:
- All players return all their ♟ from Coldharbor Homesteads to their respective Trained Agents pool, if possible,
- AND gain ⚔.

Remember, ⚔ is only useful when you ✴. So, if you aren't hunting threats this turn, the second ability will not be useful to you.

There are 3 middle and 3 bottom advancements with this contact.

Art by Radial Studio.

This threat contributes 2 ⚋ to the total ⚋ of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 2 🛡.

There are 3 middle and 3 bottom advancements with this threat.

Art by Guillaume Ducos.

Coldhollow, Northmost Town

This location has two distinct abilities.

- When you successfully defend against or defeat a threat, take ☐ of your choice from the tray associated with that threat and place them in your 🪙 coffers.
- The second one is an End of Game ability. At the end of the game, each player gains 1VP for each cube color they have the most of among all players (including ties). For example, in a 2-player game, if the Anointed player has 2 white, 2 purple, and one black, and the Fede Cartel player has 1 white, 1 purple, and 1 black, then the Anointed player would score 3 VP for having the most in all 3 colors, and the Fede Cartel player would score 1VP for having tied for the most black cubes.

For example, if you defend against a threat you may take 1 cube from the tray associated with the threat. If multiple players successfully defend against the same threat, then starting from the active player and going clockwise, those players take cubes from the tray.

Please note that black cubes are a specific color once they are in your 🪙 coffers and do not add to each other color's total.

So if you have 2 red, 1 green and 3 black, this means that you do not have 5 red and 4 green.

Art by Jeff Brown.

This contact has one effect.

When you discard this contact at the end of the turn, you may put it at the bottom of the deck, instead of in the Discard pile.

Note, if you need to shuffle the Discard pile to create a new deck at the end of your turn, if you choose to resolve this effect, it resolves first, before shuffling, and simply becomes the leftmost card in the Street.

There are 4 middle and 4 bottom advancements with this contact.

Art by Mirco Paganessi.

This threat contributes 🗡 to the total 🗡 of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 🛡.

This threat has an ongoing effect. When it attacks the owner of this card, it gets -3 🗡, meaning it is much easier for the owner of the card to defend successfully.

There are 4 middle and 4 bottom advancements with this threat.

Art by Andre Garcia.
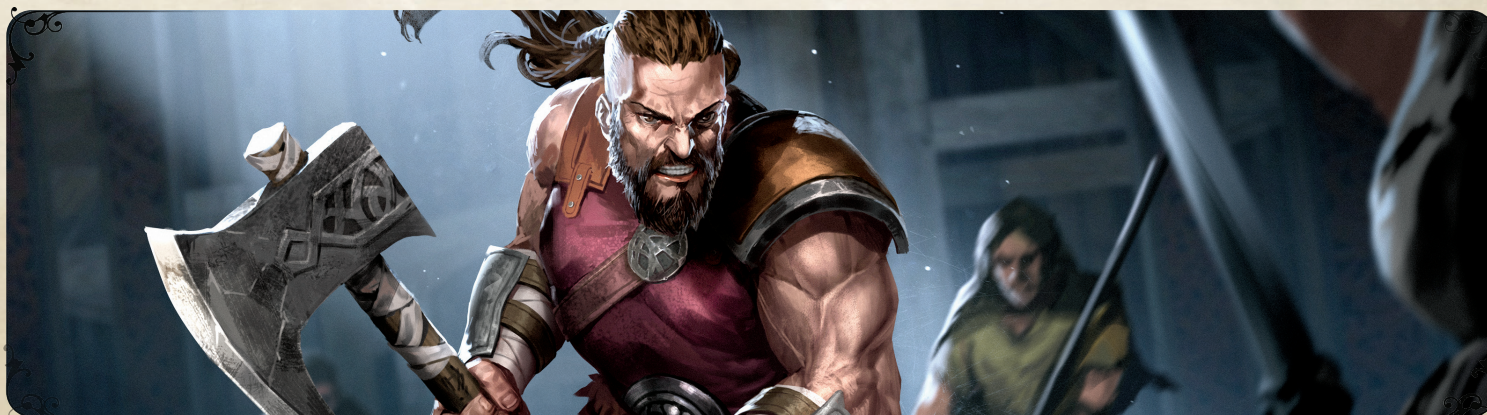
This location has a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Shorehollow Isle, those conditions are:

- Any time a card is discarded from a player's hand (this includes discarding a card to the Discard pile or to a player's Guild Hall),
- AND a Shorehollow Priestess is on that card.

When both conditions are met, you will gain a benefit based on the number of 🏃 you have at the Shorehollow Isle; if you have 0 🏃 there, you gain nothing; if you have 🏃 there, you gain 🪙; if you have 2 🏃 there, you gain 2 🪙; if you have 3 🏃 there, you gain 2🪙 OR you can sleeve an advancement on any card in the Street; finally, if you have 4 🏃 there, you can choose any other reward listed on the card, or return 3 🏃 from the Shorehollow Isle to your Trained Agents pool to claim Allegiance of another player's card in your hand or in the Street. If you do so, that player gains 🛡.

Note that this location is the only location in the game that allows to claim Allegiance of another player's card. As a result, if you play with it, make sure everyone is ok with that kind of effect in the game before the game starts.

Art by Jeff Brown.

This contact has one effect.

When you sleeve this contact on a card you don't own, dispatch 🏃 to the Shorehollow Isle at no cost.

There are 4 middle and 4 bottom advancements with this contact.

Art by Isuardi Therianto.

This threat contributes 🗡 to the total 🗡 of the card it is sleeved in.

This threat has two rewards. When you defeat it, you may choose either, but not both:

- Gain 🛡,
- OR dispatch 🏃 to the location of your choice.

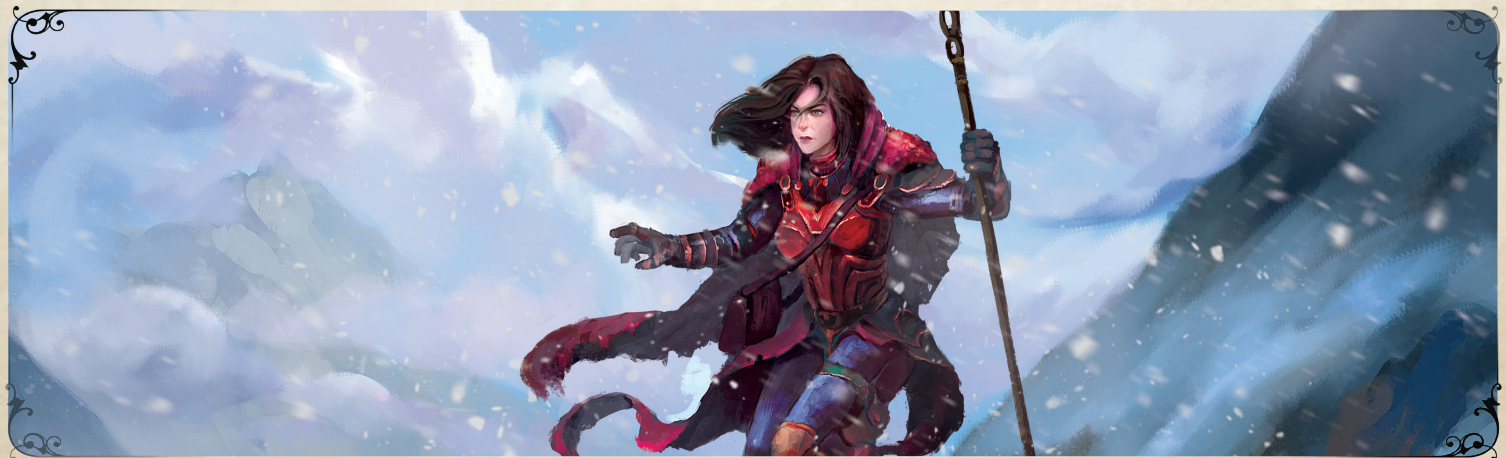There are 4 middle and 4 bottom advancements with this threat.

Art by Carlos NCT.

Coldharbor Locations in Voiceless Guild Games

Below is a table referencing all the locations available in *Cliffs of Coldharbor* and whether or not they can be used in Voiceless Guild games, as well as their Difficulty Rating were you to want to calculate your Success Score (see Voiceless Guild Rules).

Number	Location Name	Voiceless Guild Difficulty	Difficulty Rating
51	Coldharbor Citadel	Easy	1
52	Coldharbor Barracks	High	3
53	Northstone Academy	Moderate	2
54	Chasm Road	Moderate	2
55	Mud District	Moderate	2
56	Break Point Bluffs	Easy	1
57	Ice Hills Mine	Easy	1
58	Border Towers	Moderate	2
59	Coldharbor Docks	Cannot use in Voiceless Guild games. Use a random advancement instead.	N/A
60	Coldharbor Homesteads	Cannot use in Voiceless Guild games. Use a random advancement instead.	N/A
61	Coldhollow, Northmost Town	Easy	1
62	Shorehollow Isle	Cannot use in Voiceless Guild games. Use a random advancement instead.	N/A