

Idavoll is an expansion for Nidavellir.

It will change your game habits and we advise you to play one or two games with the base game and Idavoll before you add Thingvellir. This expansion involves characters that are a lot more powerful and iconic than your Dwarves, but do not forget that without the bravery of the people of NIDAVELLIR, Fafnir would have already burned everything to ashes!

As regards the universe of Nidavellir, we draw inspiration freely from the Norse and Germanic Mythologies. Our goal is to create a world of our own while keeping its roots intertwined with the ones of the sacred tree: Yggdrasil.

We hope you have some great games and we thank you for your support.

GRRE Team

FAFNIR, IN THE SHADOW OF THE MOUNTAINS, WAS GATHERING AROUND HIM THE WORST ARMY POSSIBLE. MONSTERS, SHADOWS, UNSPEAKABLE HORRORS. THE THREAT WAS GROWING BEYOND NIDAVELLIR. CRAVING FOR RICHES BUT ALSO POWERS, FAFNIR BURNED THE GREEN PLAINS OF IDAVOLL AND FRACTURED THE MILLENNARY TEMPLES.

ODIN, FURIOUS, CALLED FOR A GATHERING AND WENT TO WAR!

Game components

20 **Mythology** cards including

A • 5 **Giant** cards

B • 5 **Mythical animal** cards

C • 5 **Norse god** cards

D • 5 **Valkyrie** cards



A

B

C

D

5 **Power** tokens



5 **Strength** tokens



5 **Capture** tokens



10 **Class** tokens

to put at the top of the column if needed



1 special **GULLINBURSTI** card



1 **Scoring pad**



◆2◆

Setup

Shuffle the **Mythology** cards.

Place X cards on the Dancing Dragon Tavern sign

(X = 9 cards with 2 or 3 Elvalands, 12 cards with 4 Elvalands and 15 cards with 5 Elvalands).

Place the other **Mythology** cards next to the **Royal Treasure**.

The remainder of the setup is the same as in the base game.



Management during the game with the IDAVOLL expansion

Through **Age 1**, when THE DWARVES ENTER in turns 1, 2 and 3, proceed this way:

- reveal as many **Mythology** cards in the second Tavern, the Dancing Dragon Tavern, as Elvalands playing,

- place Dwarf cards from **Age 1** in the first and third tavern as in the base game.

Reminder: reveal 3 cards in each Tavern with 2 Elvalands.



After the 3rd turn, place **Age 1** Dwarf cards in all the taverns. Play as in the base game until the **Age 1** deck is exhausted.

That implies that the **Age 1** will be one turn longer with this expansion: 5 turns at 2-3 Elvalands and 4 with 4-5 Elvalands.

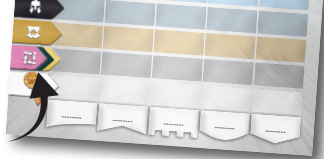
Setup with 4 Elvalands

◆3◆

All the rules of Nidavellir and Thingvellir apply as normal.

At the end of the game, indicate the values of your **Norse god, Giant and Valkyrie** cards in the matching box of the scoring pad.

Note: In a game with 2 Elvalands or with Thingvellir, the unused **Mythology** cards are not discarded. Put them in the game box, they will not be of any use.



The capabilities of the Mythology cards

The Mythical Animals

As soon as you recruit a **Mythical Animal**, place it in your **army** in the matching class.

Each **Mythical Animal** has a specific ability :



DURATHOR

Has **1 Hunter rank**.

Reduces the discard effect of DAGDA by one card.

Note: in other words, if you own DURATHOR, DAGDA will only discard 1 card instead of 2 when she arrives in your army.



GARM

Has **2 Explorer ranks**.

Adds **9 and 0 points** to your **Explorer Bravery Value + 1 point per rank** present in the **Explorer** column, including his own.

If you win the **Explorer Distinction**: draw 6 cards from the **Age 2** deck (instead of 3) and keep 1.

Note: GARM works the same way as IDUNN but adds **1 point per rank** instead of 2.



HREASVELG

Has **1 Blacksmith rank**.

Take the special card GULLINBURSTI and place it in the column of your choice.



NIDHOGG

Has **1 Warrior rank**.

Adds **5 points** to your **Warrior Bravery Value + 2 points per rank** present in the **Warrior** column, including his own.

Note: NIDHOGG works the same way as IDUNN for the **Explorers**.



RATATOSK

Has **1 Miner rank**.

Adds **2 points** to your **Miner Bravery Value**.

When determining the **Bravery Value** for each class, each pair of **0 point rank** adds **1 point** to the **Miner Bravery Value** before the multiplication by the amount of ranks.



Serge owns 2 **Miners** with a value 0, 2 with a value 1, RATATOSK and ZORAL. So, he has : **8 ranks** and **5 Bravery points + 2** as he has 2 pairs of value 0 ranks.

At the end of the game, his **Miner Bravery Value is 7 x 8 = 56**.

The Norse gods

As soon as you recruit one of the **gods**, put the card in your **Command Zone** with **1 Power token** on it.

You may activate his or her ability once in a game by discarding the **Power Token** of the matching **God** card.

As a reminder, a turn is composed of:
THE ENTRANCE OF THE DWARVES,
the bidding choice
and the resolution
of the 3 Taverns.



FRIGG

When you choose a **Dwarf** card or a **Royal Offering** in the Tavern being resolved, place 1 of the cards below the deck to draw 3 cards from the current **Age** deck and keep 1. Put the 2 remaining cards under the deck in the order of your choice.

You will then know 3 cards of the last Tavern of this **Age**.

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

Note: the ability of FRIGG cannot be triggered on the last turn of the **Age 1** or **2**.



THOR

When a discard effect should trigger, you can cancel it. In the base game, this effect works on the discard effect of BONFUR, on 1 of the discard effects of DAGDA. In Thingvellir, it works on the BRISINGAMEN and on HOFUD.

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

Example: Valeriane recruits DAGDA and activates THOR.
She can then discard only 1 card from her **Army** instead of 2.



FREYA

At the end of THE ENTRANCE OF THE DWARVES and before the biddings, you may swap one card in a tavern with a card in another tavern. LOKI has priority on the ability of FREYA.

Adds **15 points** to your **final Bravery Value**.



LOKI

At the end of THE ENTRANCE OF THE DWARVES and before the biddings, you can place the **Power token of LOKI** on 1 card of your choice to reserve that card. No one but you can recruit this card. In the end, if you recruited another card in the Tavern than the chosen card, discard the **Power token of LOKI** at the end of your turn.

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



ODIN

At the end of your turn, you may put one of your **Neutral Heroes** back in the reserve and recruit another **Neutral Hero** instead. Then, possibly apply the effect of the newly recruited **Hero**.

Adds **0 points** to your **final Bravery Value**.

Example: at the end of his turn, after you have done a **coin exchange**, Serge activates ODIN, he puts THRUÐ back on the card holder and takes one of the available DWERGS instead.

The Giants



As soon as you have recruited a **Giant**, put it in the **Command Zone** and place **1 Capture token** at the bottom of the column of the matching class. Each **Giant** card requires you to capture one **Dwarf** of a specific class. During an upcoming recruitment, if you recruit a **Dwarf** of this class, you can choose between capturing the **Dwarf** card (cf **Glossary**, p. 12) or placing it in your **Army**.

- If you capture the **Dwarf** card, the effect of the **Giant** triggers immediately and discard the matching **Capture token**,
- If you place the **Dwarf** card in your **Army**, turn the **Giant** card face down and discard the matching **Capture Token**. They will no longer have any effect throughout the game.



SKYMR

Capture the next **Hunter** card you recruit to draw 5 **Mythology** cards from the cards next to the **Royal Treasure** and keep 2. Put the 3 remaining cards under the **Mythology** card deck next to the **Royal Treasure**.



SURT

Capture the next **Warrior** card you recruit. This will allow you, at the end of the game, to add to your **final Bravery Value** the value of your highest **coin**.

Note: if you own the majority of **Warriors** at the end of the game and that you have activated **SURT**, you will add twice the value of your highest **coin** to your **final Bravery Value**.



GYMIR

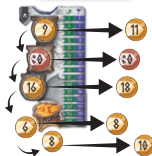
Capture the next **Explorer** card you recruit to earn 3 times its **Bravery Value** when counting the **final Bravery Value**.



HRUNGNIR

Capture the next **Miner** card you recruit to transform immediately each of your **coins** with **+2**. This effect does not apply to the **trading coins** (0 or Special 3).

Apply the transformations in the order of your board, starting with the **coin** for the Laughing Goblin to the **coins** in your pouch, first the one on the left, then the one on the right. All the basic rules for **coin** transformation are to be applied as usual.



Note: if you own **ULLINE** and that the ability of **HRUNGNIR** triggers, apply it as explained above for the **coins** that are already on your board, then choose the order of transformation for the **coins** in your hand.



THRIVALDI

Capture the next **Blacksmith** card you recruit to immediately recruit a **Hero** card. This card does not count in the number of **Hero** cards you own according to the number of completed lines you have (cf insert **Recruiting a Hero** and **Warning p.9** of the base game rule).

Example : Serge recruited **ZORAL** thanks to **THRIVALDI** even if he does not have any complete line of **ranks** yet. When he creates his first line of **ranks**, he recruits a **Hero** card as **ZORAL** does not count in his number of **Heroes** as he was recruited thanks to **THRIVALDI**.

Note 1: it is not possible to recruit a **Hero** if the requirements are not met. For instance, it is not possible to recruit **ÞAKÐA** if you cannot discard 2 **Dwarf** cards from 2 different columns.

Note 2: if you play with the expansion Thingvellir, **THRIVALDI** allows you to recruit a **Hero** card even if you own the **MEGINJÖRD**.

The Valkyries

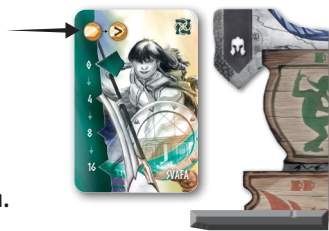


As soon as you recruit a **Valkyrie**, put her in your **Command Zone** and place **1 Strength token** on the highest notch of the card.

Each time you meet the requirements described on the **Valkyrie**, move the **Strength token** down one notch.

Note: once the bottom notch has been reached on the **Strength track**, the **Strength token** does not move anymore.

At the end of the game, the **Valkyries** add a certain amount of **Bravery points** according to the position of the **Strength token**.



BRYNHILDR

Each time you win a bid and that you can choose first during the resolution of a Tavern, move down one notch the **Strength token** on this **Valkyrie**.

Strength track : 0 - 3 - 6 - 10 - 16



HILDR

During Troop Evaluation, for each **Distinction** you are awarded, move down one notch the **Strength token** on this **Valkyrie**.

Strength track : 0 - 8 - 16 - 0



ÓLRUN

As soon as you place ÓLRUN in your **Command Zone**, place **1 Class token** on her.

Each time you recruit a card with at least a **rank** of the chosen class in your **Army**, move down one notch the **Strength token** on this **Valkyrie**.

Strength track : 0 - 3 - 6 - 10 - 16

Note: The **Neutral Heroes** YLUF and THRUÞ as well as the ÓLWYN doubles and GULLINBURSTI do not trigger ÓLRUN as there are no class **ranks** on these cards. They are neutral **ranks**.



SIGDRÍFA

Each time you recruit a **Hero** card, regardless of how, move down one notch the **Strength token** on this **Valkyrie**.

Strength track : 0 - 0 - 8 - 16

Note: the ability of ÓÐIN does not trigger SIGDRÍFA.



SVAFA

Each time you realise a betterment (cf **Glossary**, p.12) while **trading** or **transforming a coin**, move down one notch the **Strength token** on this **Valkyrie** per point of betterment.

Strength track : 0 - 4 - 8 - 16

Example: Serge should take a value **7 coin** in the **Royal Treasure** following a trade. The value 7 and 8 **coins** are not available, therefore, he takes the value **9 coin** and moves down 2 notches the **Strength token** on the **Strength track** on SVAFA.

GLOSSARY

Capture Action of the **Giants**. Put the captured card under the **Giant** card keeping the **rank** apparent. The **rank** has no more value and will not be counted unless stated otherwise on the **Giant** ability. The **Giants** only capture **Dwarf** cards recruited in a tavern. If you put a **Hero**, **Mercenary**, **Mythical Animal** or a special card, place this card in the column and put the **Capture token** back at the bottom of the column.

Betterment The base rules state that, when **trading or transforming a coin**, if the **coin** of the desired value is not available, you take the next highest available **coin**. That is what is called a “betterment”. Taking a lower value coin if there are no higher value **coins** available is not a betterment.

• Credits •



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• Game designer acknowledgement •

Once again, I would like to warmly thank the whole GRRRE Games team (which is growing! :o) who committed at 200%, as always, in the realisation of this second expansion.
I wish all game designers the chance to work with this merry team!